PRIMA® OFFICIAL GAME GUIDE

GOD OF WAR™

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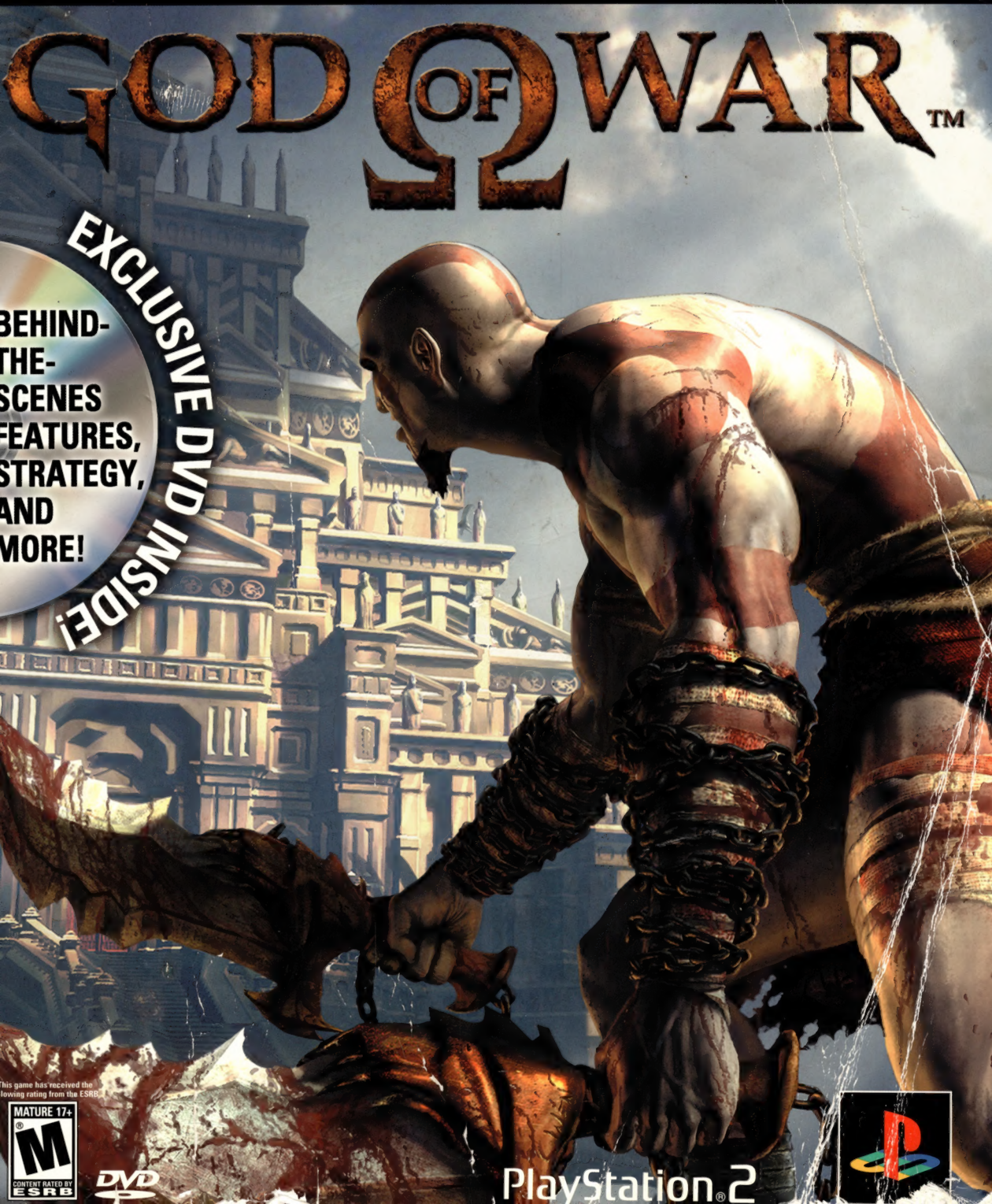

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MATURE 17+

M

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GOD OF WAR

PRIMA OFFICIAL STRATEGY GUIDE

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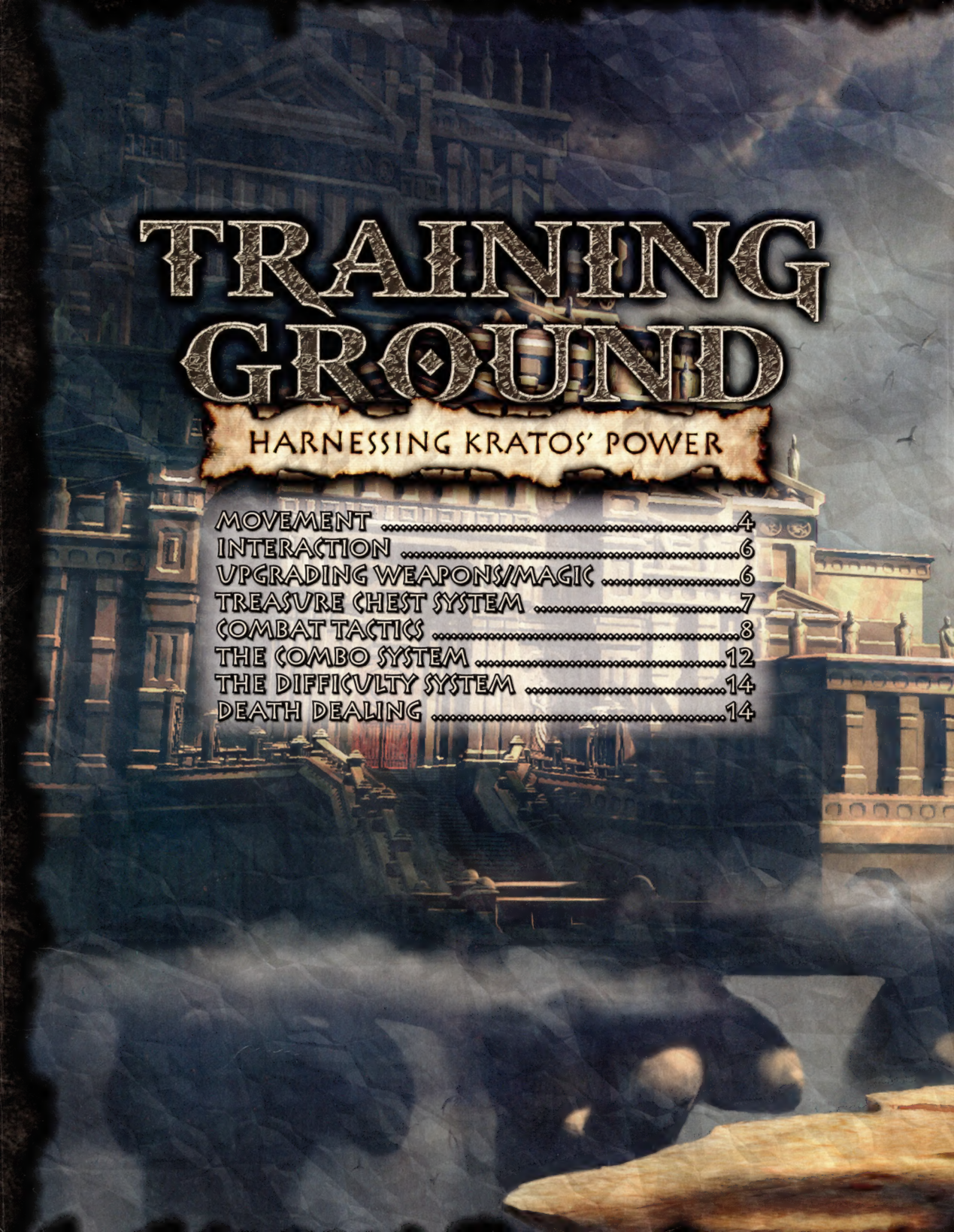

TRAINING GROUND

HARNESSING KRATOS' POWER

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Movement

Getting Around

Use the left analog to move Kratos around. Whichever direction you push will be the direction that you move toward. There is no camera function for you to look around, and you will notice that no camera control is ever needed. Many of the places that you can go to are apparent, but you should always move around the outer perimeter of each new room to make sure there are no hidden alcoves.

Jumping

You can jump by pressing the X button, but you can jump higher/further by pressing the X button twice to perform a double jump. Jumping is a very important technique to master, because there are many ledges and traps that require you to double jump to successfully navigate them.

If you jump to a ledge you might completely clear the gap. Alternately, if your jump is short, you may end up clinging to the rim of the opposite ledge. From this position, you can simply pull yourself up or move hand-over-hand across the edge.

Hand-over-Hand

While this is not a common form of movement, it is important to mention, because it is key to getting to several secret areas. Whenever you jump to a ledge and barely clear the jump, you will hang on the edge. Usually, you will simply pull yourself up and continue your adventure. However, from this hanging position, you can move right or left depending on the situation. In a few tricky areas of the game (mostly in Athens), you will be able to move hand-over-hand around an entire ledge that will allow you to leap to a secret area.

Climbing: Walls and Netting

Throughout your adventure, you will find places where there is netting or vines attached to walls. To climb onto a wall or a net, simply jump on to it. Once you are on a wall, you can use the left analog stick to move around. If you are pushing left, right or up and press the X button, you will jump in that direction. This is a great technique for moving along the walls and netting quickly. In several places, while you are climbing walls, you will come across gaps. Move to the edge of the wall, hold the analog stick in the direction of the gap, and then press the X button. There are other situations where you may need to jump off a wall or netting. In many of these cases, the camera will not be directly behind you, and you will need to push the analog stick toward the back to have Kratos leap backward.

BEAMS

Walking on beams can be tricky, but it is not too difficult, if you take your time. While you are walking on a beam, try to walk at a slow and even pace, because Kratos will move slowly. If you lose your footing while walking on a beam, quickly press the X button to pull yourself back up before you fall off. It is important to note that you can jump while on beams. This is an integral technique to avoid moving obstacle while you try to traverse the narrow beams. Simply stop moving and press the X button twice to do a double jump that will allow you to go over a moving blade. Also, jumping on the rotating beams in Hades has the extra benefit that you will not be pulled by the momentum of the beams because you barely touch the ground.

ROPES

Ropes are a form of getting from place to place in certain levels. You will find yourself sliding down a rope, climbing a rope, hanging from a rope or swinging from a rope. To slide down a rope, you just need to jump up to it, and Kratos will grab on. Once you are on the rope, Kratos will slide down to the destination. To climb a rope, grab on to the rope and use the left analog stick to move up or down. Hanging from a rope is the same as climbing, except that you will be moving from side to side. Also, while hanging on a rope, you may be attacked by enemies. In these situations it is best to use a grabbing maneuver to toss the enemies off the rope as quickly as possible. Finally, swinging on a rope is done by holding down the O button once you have grabbed on. The longer you hold the button, the farther you will swing. Sometimes you may need to move in a different direction while on a rope that swings. To do this, just use the left analog stick.

SWIMMING

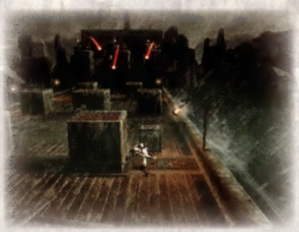
After getting Poseidon's Trident about halfway through the game, Kratos will gain the ability to swim underwater. To make Kratos descend, press the Square button, and to make him ascend, use the Triangle button. Besides simple left/right movement, you can perform an underwater dash. To dash, hold down the R1 button and release it. The longer you hold the button down, the farther he will dash. This technique is not only useful for moving quickly underwater, but you can also break through certain walls by using it.

INTERACTION

R2 USAGE

Pressing the R2 button interacts with various objects throughout the game. Depending on the circumstance you may have to hold the button down or press it rapidly. The game will indicate that you need to press the R2 button, and if it flashes, that means to press it rapidly. Various examples of its use are opening doors, talking to character, opening chests, grabbing objects, activating levers, etc.

PUSHING, PULLING AND KICKING OBJECTS



Certain objects in the game can be pushed or pulled. To do this, stand near the object, and press and hold down the R2 button. While Kratos is holding on, use the left analog stick to pull the object in any direction. Sometimes you will find yourself in a situation where you need to get an object from point A to point B very quickly. While grasping an object hold down the X button to charge a kick, and then release it. The longer the X button is held down, the farther the object will be kicked. Some objects are heavier than others, and they will not travel as far when kicked.

Upgrading Weapons/Magic

To upgrade your weapons and power of the gods, you need to collect red orbs. The more you collect, the more you will be to an upgrade. Also, the sooner you collect them, the earlier you will be able to use more advanced and more powerful techniques. Because of these factors, the quest for more orbs is a constant mission. This is the primary reason you will go for big combos and bonuses. (check out that section latter in this chapter.) There is no steadfast rule what you should upgrade first. As a general rule of thumb, you will want to upgrade your blades as your first choice. since the blades don't require magic, you will be able to take advantage of them all the time. However, don't get greedy and skimp on magic. Magic can not only help you boost your combo numbers, it can turn the tide of a fight from difficult to easy. As a quick suggestion, upgrade poseidon's Rage to level 2 as soon as you can. Its group effect will be worth it. when you have the orbs to spend, seriously think about upgrading Medusa's Gaze to level 2. It may use a lot of magic, but it can take out a very tough enemy and change the balance of any fight. Zeus' Fury should be upgraded as soon as you get it, since it is rather cheap to do so. Don't underestimate the damage of this project magic, especially at such a low casting cost.

Treasure Chest System

Item Chests

Throughout your adventure you will encounter many obvious and hidden chests. The treasure chest system was designed to allow the player many opportunities to collect all the items. Thus there is more item-baring chests than there are items to be found. once you have gotten all of a particular type of item from a chest, the item chest will give you red orbs instead. There are three items to be found in item chest: phoenix feathers, gorgon eyes and muse keys.

Items : Gorgon Eyes, Phoenix Feathers, and Muse Keys

There are only two muse keys, but five chests in which they can be hidden. These five possible locations are only in pandora's temple. when you gain access to both keys, you can open the Muse Door and receive some very generous rewards! There are 18 possible phoenix feathers and gorgon eyes that are placed throughout the entire game. collecting six of each will increase your maximum magic or health bar by 25 points. For example, you start with 100 health and magic points. If you collect six gorgon eyes, you max health will be increased to 125 points.

Health, Magic, and Orb Chests

These chests are easy to spot due to their obvious color coordination. A chest with green, blue or red edges will yield health, magic and red orbs respectively. There is also a special flashing chest that alternates between green and blue edges. This chest can be use for magic or health, depending on when you chose to open it.

NYRADS

These creatures act like treasure chests in that they will reward you with an item, if you have not already found it. There are three of them that are located in the underwater area of pandora's temple.

COMBAT TACTICS

WEAPON ATTACKS

Kratos has three basic attacks: Light Attack, Heavy Attack and a grab. Press the square button, Triangle button and O button respectively to do these attacks. combinations of button presses and pressing buttons while holding down others create more move possibilities, but those must be earned by upgrading your weapon. (see weapon section for all possible moves.) There are tons of weapon combos.

MAGIC ATTACKS

Another form of attacking is to use magic. Not all of the magic in the game does direct damage, but all of them are quite devastating. Magic is performed using the L2 button. Depending on the type of magic used, you may need to use L2 in conjunction with other buttons. (see magic section fro more details.) To select between available magic types press up, down, left or right on the D-pad.

CIRCLE SYSTEM MOVES (CS)

There are numerous types of throws in the game that can be performed with the circle button. Also, after taking enough damage, many enemies will have the circle button prompt appear over their heads. some enemies do not require a circle prompt to appear in order to perform a cs move, which include cs air and cs catch. Here is a list of the circle system conditions and moves.

TYPES

DIZZY — When an enemy takes enough damage it will become dizzy, a circle prompt will appear above its head. This circle window is on a timer, which reverts the enemy back to normal status upon expiring.

ROAM — The enemy will continue to move with the circle prompt above its head.

MOVES

CS DAMAGE	THROWS WHICH DEAL DAMAGE BUT DO NOT INSTANT KILL.
CS KILL	THROWS WHICH INSTANT KILL.
CS AIR	THROWS WHICH DEAL DAMAGE WHILE IN THE AIR.
CS CATCH	THROWS WHICH DEAL DAMAGE, GROUND-TO-AIR, WITH THE ENEMY AIRBORNE.
CS MINI-GAME	THROWS WHICH REQUIRE PLAYER INPUT TO CORRESPONDING COMMANDS. INCLUDE:
BUTTON TIMING	PLAYER MATCHES A SERIOUS OF BUTTON PRESSES VIA ONSCREEN PROMPTS.
BUTTON MASHING	PLAYER MASHES A SHOWN BUTTON REPEATEDLY.
ANALOG TIMING	PLAYER MATCHES A SERIOUS OF ANALOG SWIRLS VIA ONSCREEN PROMPTS.

RAGE OF THE GODS

After you have powered up your Blades of Chaos to level 2, you will acquire the ability Rage of the Gods. When the meter in the bottom-right corner is filled, you can activate it by pressing L3 and R3. This will trigger a special mode where you will have increased armor and you will inflict increased damage. The current level of your blade compounds the effects of Rage of the Gods. Each new level that you raise your blades will increase the effectiveness of Rage of the Gods. Below is a handy chart that will detail the multiplier bonuses that you will receive.

LEVEL MULTIPLIERS

POWER: Attack power multiplier; compounds with blade's level damage multiplier.

EXAMPLE: Damage = 10
Power = 2.5
Damage x Power = 25 Damage

Armor: Defense multiplier.

EXAMPLE: Damage = 10
Armor = .5
Damage x Armor = 5 Damage Taken

LEVEL 1	
POWER	2.00
ARMOR	0.75
LEVEL 2	
POWER	2.00
ARMOR	0.60
LEVEL 3	
POWER	2.00
ARMOR	0.45
LEVEL MAX*	
POWER	2.00
ARMOR	0.30

*PLUS: Infinite Magic Meter while active!

DEFENSE: BLOCK AND PARRY

Defending is just as important as attacking, because a solid defense can turn into a great offense. Hold down the L1 button to block an enemy's attack. You can block most attacks in the game, but you must be careful, because attacks, like a Gorgon's gaze or the shockwaves from a Minotaur's hammer, can't be blocked. An advanced blocking technique is to use Hades Reverse. Hades Reverse is more than a passive block — it is a parry maneuver. To do it, quickly tap L1 just before an enemy connects with an attack. You will notice a slightly different block animation. If you have the Blades of Chaos at level 3, you can use Hades Revenge to counter attack after a success Hades Reverse. These series of techniques are a must for advance players, because it is the key to actively defending and not getting hit.

FIGHTING ON NETS, WALLS AND ROPES

Fighting on a rope uses the basic three types of attacks, but while fighting on a wall or a net, you must hold in the direction that you want to attack and then press the attack button. Besides the quick and long attacks, you have a modified version of the grab attack specifically for walls and ropes. On a rope you will use your legs to fling your enemies to their doom. When you are on a wall or net, you can grab enemies from underneath and toss them straight down. It is important to remember that they can hit other enemies on the way down. However, if you perform a grab to the left or right, Kratos will slam the foe a couple of times before dropping them. This move is very useful for slamming one enemy into several others on the same side.

ROLLING

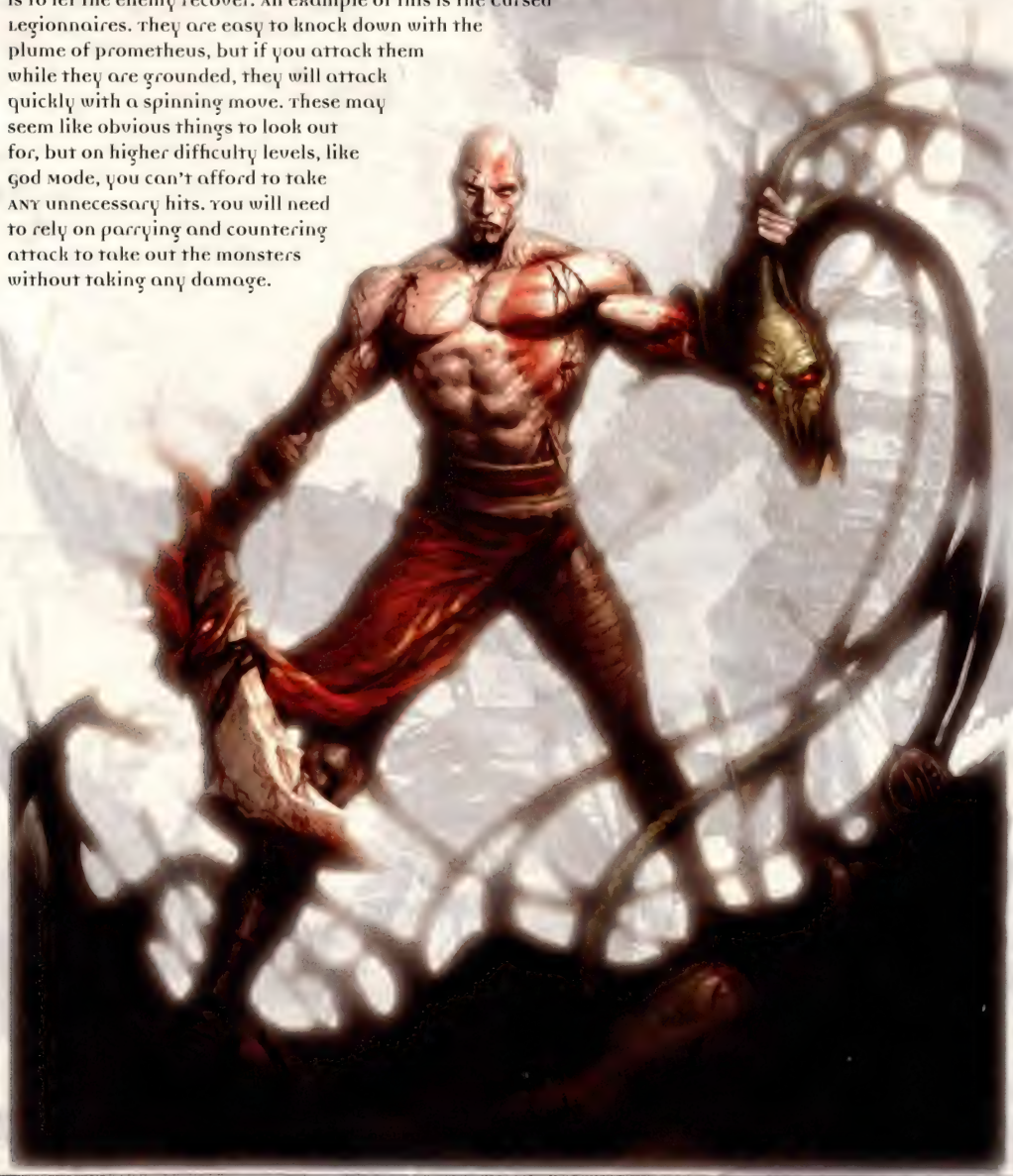
Use the right analog to make Kratos roll. Rolling is not only a way to avoid attacks, but by rolling, you can latter attack out of a roll. The good aspect about using the right analog to roll is that you can perform this maneuver in any direction. Practice rolling early in the game, so that when you get to the more difficult parts of the game, it will be second nature.

CANCELING AN ATTACK

This is an advanced technique for some people to grasp. The key concept is that blocking or rolling can cancel almost any attack in the game. This is very important, because it means you can attack without worrying about committing to an attack. If you become proficient at this, you will find that normal blocking (holding L1 for an extended period of time) is no longer part of your combat strategy.

BATTLE STRATEGY ON HIGHER DIFFICULTY

Your ultimate goal is not to get hit at all, but that is very difficult to do even for the most experienced player. You can come close to that goal, if you follow the simple rules of keeping your distance and letting the enemies recover. Keeping your distance means that you should not let yourself get surrounded. If you are surrounded, you will have to rely on the Hades Reverse to get out of a bad situation. Use the roll to keep enough space between you and your enemies to allow you to use the range of your blades. The second rule is to let the enemy recover. An example of this is the Cursed Legionnaires. They are easy to knock down with the Plume of Prometheus, but if you attack them while they are grounded, they will attack quickly with a spinning move. These may seem like obvious things to look out for, but on higher difficulty levels, like God Mode, you can't afford to take ANY unnecessary hits. You will need to rely on parrying and countering attack to take out the monsters without taking any damage.



The Combo System

For some players, combos are going to be the No. 1 priority. This next section will explain the basics of juggling, extending the combo and earning more orbs. Combos are a good way to increase your orbs, because by doing a big combo, you will receive bonus orbs. Normally when you defeat an enemy, red orbs will come from it. During a combo, however, you will just see a +2, +4, etc. This number will tell you that you have received that many orbs just for reaching a certain number of hits. Each combo increment has a name as well — the lowest being vicious and the highest being impossible. Check the combo chart for the names and the orb bonus. When playing through the game, you will find that combos can be divided into five categories: Ground, Aerial, Juggles, Magic and Grab.

Ground Combos

A ground combo can be defined as a combo performed while Kratos is grounded. The best way to keep a ground combo going is to use the Plume of Prometheus, attack with light attacks, use Hades Revenge or roll. Rolling or using Hades Revenge is a great way to extend a combo, because it not only keeps you from getting hit, but it also increases the window in which a combo will fall a part. Remember to roll when fighting many enemies. This will increase the longevity of your combo.

Aerial Combos

Aerial combos are combos done in the air. To perform an aerial combo you first have to get an enemy airborne. There are to ways of doing this. The first is to use Ascension (hold down the **Triangle button**), and the second is to use Apollo's Ascension (hold **L1 + X button**). After an enemy has been launched into the air, you can follow it by pressing the **X button**. Once you are in the air with an enemy, you can grab it, perform Apollo's offensive (hold **L1+ X button**) or attack normally. There is no right or wrong combo, so experiment with different attacks.

Juggling Combos

A juggling combo is when you get an enemy airborne and then keep it airborne with normal attacks. For example, start with the Plume of Prometheus or Ascension to get an enemy airborne, and before it hits the ground, attack and use your weapon to keep the foe in the air. It's as simple as that!

MAGIC COMBOS

Magic combos take no sort of skill to achieve, because you only need to press one button. The best magic for doing combos is Poseidon's Rage followed by the Army of Hades. With these you will be getting combos of more than 1,000. It's nothing to brag about, but it does look great when you see "**IMPOSSIBLE!**" on the screen.

GRAB COMBOS

This type of combo is specifically designed for the Undead Legionnaires. Grab an Undead Legionnaire and then mash on the circle button. After about three to six stabs, Kratos will take him to the ground and do a stabbing finisher. Use this whenever possible when fighting these guys to increase the number of orbs that you get. The first place that you can do this is on the boat right at the start of the game. After one enemy is killed this way, roll toward the next one and repeat. This is a great way to get a lot of orbs from a relatively weak enemy.

COMBO BONUSES

Combos are a great way to increase your orbs, because by doing a big combo, you will receive bonus orbs. There are many ways to increase the number of hits in a combo, but the most effective is to use Poseidon's Rage. When you achieve a certain number of hits, the bonus orbs are added straight to your total. There are several things that can add time to your "combo clock." These moves are rolling, combo jumps, dashing, air dashing, parrying, launch attacks and any magic attack except Medusa's Gaze.

There are tons of ways to get combos, so keep an eye out for situations when you can lure a lot of enemies together and let loose with Poseidon's Rage. Also, another great way to get orbs is to use Medusa's Gaze on Harpies. They will turn to stone, and when they drop, you will receive a bonus of 30 orbs. Right is a list of bonuses that can be found throughout the game.

COMBO BONUSES		
10 HITS	VICIOUS	+2 ORBS
20 HITS	GORY	+4 ORBS
30 HITS	SAVAGE	+6 ORBS
40 HITS	INHUMAN	+8 ORBS
50 HITS	BLOODTHIRSTY	+10 ORBS
75 HITS	RELENTLESS	+15 ORBS
100 HITS	MERCILESS	+20 ORBS
125 HITS	PITILESS	+25 ORBS
150 HITS	TYRANNICAL	+35 ORBS
200 HITS	IMMORTAL	+40 ORBS
250 HITS	FEROCIOUS	+45 ORBS
300 HITS	GODLY	+50 ORBS
350 HITS	OMNIPOTENT	+75 ORBS
400 HITS	OLYMPIC	+100 ORBS
500 HITS	ALL POWERFUL	+125 ORBS
600 HITS	HERCULEAN	+150 ORBS
700 HITS	SUPREME	+200 ORBS
800 HITS	UNEARTHLY	+250 ORBS
900 HITS	IMPOSSIBLE	+300 ORBS

The Difficulty System

The difficulty system is based on a series of multipliers that increase for each level. The table below gives a break down of how each level of difficulty stacks up.

Power: Attack power multiplier; compounds with blade's level damage multiplier.

Example: Damage = 10
Power = 2.5
Damage x Power = 25 Damage

Armor: Defense multiplier.

Example: Damage = 10
Armor = .5
Damage x Armor = 5 Damage Taken

Recovery: Enemy attack frequency multiplier.

Example: Attack Pause = 4 seconds
Recovery = .25
Attack Pause x Recovery = 1 second

MORTAL (EASY)	
POWER	2.00
ARMOR	0.50
RECOVERY	2.00

HERO (NORMAL)	
POWER	1.00
ARMOR	1.00
RECOVERY	1.00

SPARTAN (HARD)	
POWER	0.75
ARMOR	2.50
RECOVERY	0.75

GOD (VERY HARD)	
POWER	0.50
ARMOR	5.00
RECOVERY	0.50

Death Dealing

You can defeat all the enemies in the game using hack-and-slash, but by killing them a certain way, you will perform a death move. Sometimes the death move requires you to perform a mini-game that consists of rotating the left analog stick or following button presses. It is easy to identify an enemy that may have a mini-game, because when you deplete its health, the O button prompt will appear above its head. Below is a list of all the special kills with their requirements and pay offs.

Special Kill Bonuses

CS KILL	
Kill an enemy with a grab move.	
CONDITION	10 OR MORE HITS
BONUS	10 ORBS
MESSAGE	"RUTHLESS KILL!"

MG KILL	
Defeat an enemy with a mini-game.	
CONDITION	10 OR MORE HITS
BONUS	15 ORBS
MESSAGE	"BRUTAL KILL!"

DECAP KILL

Decapitate your enemy with the Blade of Artemis.

CONDITION	10 OR MORE HITS
BONUS	20 ORBS
MESSAGE	"MUTILATION!"

AIR SHATTER KILL

Turn an enemy to stone when it's airborne and let it shatter as a result of hitting the ground.

CONDITION	ENEMY MUST BE AIRBORNE
BONUS	30 ORBS
MESSAGE	"RUINED!"

SHATTER KILL

Freeze an enemy on the ground and shatter it.

CONDITION	ENEMY MUST BE GROUNDED
BONUS	5 ORBS
MESSAGE	"CRUSHED!"

WEAPONS

TOOLS FOR BLOODLETTING

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BLADES OF CHAOS 18
BLADE OF ARTEMIS 21

Tools of the Trade

You start the game with your trusty Blades of Chaos, and as you acquire more red orbs, you can funnel these into upgrading your weapon. Unlike magic, your weapons are always available, so they should be your first choice to upgrade. Not only will your blades do more damage, but as you continue to upgrade them, you will gain new abilities, such as Rage of the Gods and Hades Revenge.

Halfway through the game you will obtain a new weapon: the Blade of Artemis. This single blade is complementary and somewhat opposite the Blades of Chaos. This new blade has short range and does very damaging single hits whereas the Blades of Chaos have long range and are made for multi-hit combos. Both blades can be used in just about any situation. The choice really comes down to what you what to upgrade and how you like to fight. If you are fond of high combos and air juggles, stick with the Blades of Chaos and pour all your orbs into it. If you like to get close and rip through enemies, put your orbs into the Blade of Artemis. The good news is that you never have to chose between the two, since you can switch blades at any time by pressing L1+R1. Below is a chart detailing the costs, stats and moves that you can acquire with each new level of both blades.

Blades of Chaos

Blades of Chaos, Level 1

Cost: N/A – Power Multiplier: 1

Level 1: Icarus Lift

Double jump.

Buttons: X, X

Level 1: Ascension

Launch enemies and Kratos into the air.

Buttons: Hold Triangle

Level 1: Orion's Harpoon

Launch enemy and tap circle to slam them back to the ground.

Buttons: Tap Circle

Level 1: Hades Reverse

Tap L1 just before enemy's attack connects to parry.

Buttons: Tap L1

Level 1: Plume of Prometheus

One of the most useful combos in the game. It can knock enemies off their feet, break the Gorgon's Gaze and shatter Magic Legionnaires' shields. When in doubt this is the combo to use!

Buttons: Square, Square, Triangle

BLADES OF CHAOS, LEVEL 2

COST: 1,500 ORBS – POWER MULTIPLIER: 1.5

LEVEL 2: APOLLO'S ASCENSION

simultaneously launches enemies and Kratos into the air.

BUTTONS | HOLD L1 + X

LEVEL 2: APOLLO'S OFFENSIVE (AIR)

slam enemies back to the ground with this powerful attack.

BUTTONS | HOLD L1 + X

LEVEL 2: HERMES RUSH

ground dash attack.

BUTTONS | R1

LEVEL 2: HERMES STOMP (AIR)

Air attack that drives Kratos quickly to the ground.

BUTTONS | R1

ABILITY: RAGE OF THE GODS, LEVEL 1

Activate when available to increase your armor and damage dealing.

BUTTONS | L3 + R3 WHEN METER FULL

LEVEL 2: TEMPEST OF THE FATES

A powerful space-clearing attack that can be used when Rage of the Gods is active.

BUTTONS | SQUARE, SQUARE, SQUARE (HOLD)

BLADES OF CHAOS, LEVEL 3

COST: 2,250 ORBS – POWER MULTIPLIER: 2

LEVEL 3: CYCLONE OF CHAOS

360-degree spin attack.

BUTTONS | HOLD L1 + SQUARE

LEVEL 3: CYCLONE OF CHAOS (AIR)

360-degree spin attack in the air.

BUTTONS | HOLD L1 + SQUARE

LEVEL 3: SPIRIT OF HERCULES

powerful but slow combo.

BUTTONS | TRIANGLE, TRIANGLE, TRIANGLE

LEVEL 3: VALOR OF HERCULES

powerful but slow combo.

BUTTONS | TRIANGLE, TRIANGLE, SQUARE

LEVEL 3: HADES REVENGE

use this attack after parrying your foe with Hades Reverse.

BUTTONS | SQUARE OR TRIANGLE OR R1

ABILITY: RAGE OF THE GODS, LEVEL 2

Activate when available to increase your armor and damage dealing.

BUTTONS | L3 + R3 WHEN METER FULL

BLADES OF CHAOS, LEVEL 4

COST: 3,750 ORBS – POWER MULTIPLIER: 3

LEVEL 4: RISING HELIOS

Multi-hit attack that targets a single enemy.

BUTTONS: HOLD L1 + TRIANGLE

LEVEL 4: FALLING HELIOS

Multi-hit air attack that targets a single enemy in the air.

BUTTONS: HOLD L1 + TRIANGLE

LEVEL 4: HERMES FURY

Multi-hit dash attack.

BUTTONS: R1, R1, R1

LEVEL 4: ACHILLES' FLIP

While evading with a roll, press [xbutton] to attack.

BUTTONS: RIGHT ANALOG STICK + X

ABILITY: RAGE OF THE GODS, LEVEL 3

Activate when available to increase your armor and damage dealing.

BUTTONS: L3 + R3 WHEN METER FULL

BLADES OF CHAOS, LEVEL 5

COST: 9,000 ORBS – POWER MULTIPLIER: 4

LEVEL 5: LANCE OF THE FURIES

Continue to hold circle for an even greater slamming attack.

BUTTONS: HOLD L1 + CIRCLE

LEVEL 5: LANCE OF THE FURIES (AIR)

In air continue to hold circle for an even greater slamming attack.

BUTTONS: HOLD L1 + CIRCLE

LEVEL 5: MIGHT OF HERCULES

Hold square during combo to unleash a powerful attack.

BUTTONS: SQUARE, HOLD SQUARE

ABILITY: RAGE OF THE GODS, MAX

Activate when available to increase your armor and damage dealing.

BUTTONS: L3 + R3 WHEN METER FULL

ABILITY: ATHENA'S BLESSING

Infinite magic while Rage of the Gods is active.

BUTTONS: N/A

Blade of Artemis

NOTE: The Blade of Artemis is located in Pandora's Temple.

Blade of Artemis, Level 1

COST: N/A – POWER MULTIPLIER: 1.75

Level 1: Sword Summon/Sheath

Switches between the Blade of Artemis and the Blades of Chaos.

BUTTONS | Hold L1 + R1

Level 1: Ascension of Artemis

Launch enemies and Kratos into the air.

BUTTONS | Hold L1 + Hold Triangle

Level 1: Wrath of Artemis

Multi-hit sword spin move.

BUTTONS | Hold L1 + X

Level 1: Retribution of Artemis

The most powerful of all sword attacks!

BUTTONS | Hold L1 + Circle

Level 1: Revenge of Artemis

Slow and powerful multi-hitting attack.

BUTTONS | Hold L1 + Square

Blade of Artemis, Level 2

COST: 3,750 ORBS – POWER MULTIPLIER: 2.25

Blade of Artemis, Level 3

COST: 10,000 ORBS – POWER MULTIPLIER: 3

POWER OF THE GODS

KILLING WITH MAGIC

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POSEIDON'S RAGE 24
MEDUSA'S GAZE 25
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Channel the Gods

Magic is a critical aspect of God of War. Although your blades can be upgraded, you will need to rely heavily on your magical abilities to make it through the game. Magic can not only save your life in tough situations, it's also a great way to add to your combos. As a general rule, the game will pay off more blue magic orbs when you use your magical abilities. This built-in system is designed to pay the player back for using magic and to continue to make magic accessible.

There are four possible upgrades to your magic bar. Throughout the game, 18 phoenix feathers can be found in item chests. For each six that you collect, a sacrifice will be made to the gods that will increase your maximum magic bar by 25 points. The final magic bar upgrade can be acquired in the secret room behind the Muse door in Pandora's Temple.

There are four different magic abilities that you will gain throughout the game. Each power of the gods has unique traits that make its use ideal in specific situations. Also, all of them can be leveled up by putting orbs into them.

Poseidon's Rage

Location: Act I, under Hydra boss

- Attack multiple foes at once with this powerful gift from Lord Poseidon -

This is your first power of the gods, and it serves as your best general use magical ability. Its primary function is crowd control, since it is designed to affect multiple enemies in an increasing area of effect. This is a great ability to soften up large groups, but keep in mind it is not a great method for taking out large creatures, like cyclops. An additional bonus of using this magic ability on crowds is that it will significantly increase your combo numbers. Two zaps of this shocking power can net you 300-plus hits on large groups.

One big advantage of this ability is that you are invulnerable when you are in the animation of using this gift. This makes the magical power a great feature to use in a panic situation.

Poseidon's Rage: Level 1

Base Damage	32
Button Mash Damage	N/A
Upgrade Cost	N/A
Magic Cost	32 MP

Level 1: Poseidon's Rage

Press L2.

Buttons | L2

Level 1: Poseidon's Rage (Air)

Press L2 while in the air to activate.

Buttons | L2

Poseidon's Rage: Level 2

Base Damage	83
Button Mash Damage	105
Upgrade Cost	1,650 orbs
Magic Cost	42 MP

Level 2: Wrath of Poseidon, Level 1

Press L2 then rapidly press Circle to activate this attack that has a bigger damage area.

Buttons | L2, Circle

POSEIDON'S RAGE: LEVEL 3

BASE DAMAGE	154
BUTTON MASH DAMAGE	215
UPGRADE COST	4,500 ORBS
MAGIC COST	50 MP

LEVEL 3: WRATH OF POSEIDON, LEVEL 2

press L2 then rapidly press circle to activate this spinning lightning attack.

BUTTONS | L2, CIRCLE

MEDUSA'S GAZE

LOCATION: ATHENS COURTYARD

- TURN ENEMIES TO STONE -

this gift of the gods is your ticket to stopping enemies dead in their tracks. this is a very powerful ability that consumes an equally large amount of magic. while it may be tempting to shatter all types of enemies to get the shatter bonus, reserve this for only the toughest level enemies, like minotaur, cyclops, satyrs, etc. the best use of this ability is to petrify large or tough enemies to take them out of the fight quickly. just be sure you shatter them before they recover. any time you are having a really difficult time making it past a wave of enemies, try freezing a few to lighten the challenge. however, you must keep in mind that although this can freeze tough enemies, the tougher the enemy the harder it will be to freeze them as they have increased resistance to medusa's gaze. check out the chart below to get a feel for the best use of this petrifying attack.

PETRIFY RESISTANCE

BAD	0-1 SECONDS OR 1 SHOT (0-3,000)
LOW	1-2 SECONDS OR 1 SHOT (3,001-7,500)
MID	2-3 SECONDS OR 2 SHOTS (7,501-12,000)
HIGH	3-4 SECONDS OR 3 SHOTS (12,001-30,000)

FREEZE RANKINGS

1,500	SCAVENGER HARPY
1,500	UNDEAD LEGIONNAIRE
2,000	UNDEAD ARCHER
3,000	CERBERUS OFFSPRING
3,000	WRAITH OF ATHENS
4,000	DESERT WRAITH
5,000	FIERY HARPY
5,500	FALLEN LEGIONNAIRE
5,500	MAGIC LEGIONNAIRE
6,000	HADES HARPY
6,000	MINOTAUR GRUNT
6,000	DESERT SIREN

FREEZE RANKINGS (CONTINUED)

7,000	HADES MINOTAUR
8,000	SIREN
8,000	CURSED LEGIONNAIRE
9,000	MINOTAUR HAMMER GRUNT
9,000	MINOTAUR WARRIOR
10,000	CURSED ARCHER
10,000	LEGIONNAIRE CAPTAIN
10,000	CERBERUS BREEDER
11,500	CENTAUR
12,000	MINOTAUR TORMENTOR
12,000	SATYR
12,000	EVIL KRATOS
14,000	CYCLOPS BRUTE
15,000	HADES ARCHER
16,000	HADES LEGIONNAIRE
18,000	HADES SATYR
20,000	CYCLOPS ENFORCER
25,000	CYCLOPS DESERT KING

MEDUSA'S GAZE: LEVEL 1

BEAM	8 SEC = 48,000 FREEZE POTENTIAL
FLASH	N/A
UPGRADE COST	N/A
MAGIC COST	50 MP

LEVEL 1: GORGON TORRENT

Turns enemies to stone.

BUTTONS | HOLD L2 + HOLD SQUARE

MEDUSA'S GAZE: LEVEL 2

BEAM	10 SEC = 69,000 FREEZE POTENTIAL
FLASH	8,000 FREEZE POTENTIAL
UPGRADE COST	3,000 ORBS
FLASH MP COST	20 MP

LEVEL 2: GORGON FLASH

Rapidly freezes enemies.

BUTTONS | HOLD L2 + TRIANGLE

LEVEL 2: GORGON FLASH (AIR)

Freezes enemies in the air.

BUTTONS | HOLD L2

MEDUSA'S GAZE: LEVEL 3

BEAM	12 SEC = 90,000 FREEZE POTENTIAL
FLASH	8,000 FREEZE POTENTIAL
UPGRADE COST	7,500 ORBS
FLASH MP COST	20 MP
NUKE MP COST	100 MP

LEVEL 3: GORGON RAGE (NUKE)

Freezes all enemies at once.

BUTTONS | HOLD L2 + HOLD CIRCLE

ZEUS' FURY

LOCATION: ACT II, ROOFTOPS

- ATTACK ENEMIES FROM A DISTANCE USING ZEUS' POWERFUL THUNDERBOLTS -

The main focus of this magic is to take out enemies from a safe distance. With this power, you can finally turn the tables on the pesky archers that lob arrows at you from across the screen. However, this is more than just a weak projectile attack. At level two and beyond, this ability can be charged, and it will provide some pretty devastating bolts. Its speed coupled with the very low casting cost make it an effective way to deal with troublesome monsters. Also, you can use this ability to knock enemies off of ledges. With the lowest casting coast of all the power of the gods and its incredible range, this is a good power to rely on when you don't have the health or magic to spare.

ZEUS' FURY: LEVEL 1

RAPID DAMAGE	8
RAPID MAGIC COST	5 MP
UPGRADE COST	N/A

LEVEL 1: ZEUS' FURY (RAPID)

Hurls powerful thunderbolts at enemies.

BUTTONS | HOLD L2 + SQUARE

LEVEL 1: ZEUS' FURY (AIR)

Hurl thunderbolts in the air.

BUTTONS | L2

ZEUS' FURY: LEVEL 2

RAPID DAMAGE	8
RAPID MAGIC COST	3.3 MP
STUN DAMAGE	25
STUN MAGIC COST	10 MP
UPGRADE COST	750

LEVEL 2: MIGHT OF ZEUS (STUN)

charge up thunderbolts for a massive attack.

BUTTONS | HOLD L2 + HOLD TRIANGLE

ZEUS' FURY: LEVEL 3

RAPID DAMAGE	8
RAPID MAGIC COST	2.5 MP
STUN DAMAGE	25
STUN MAGIC COST	10 MP
CHARGE DAMAGE	70
CHARGE MAGIC COST	20 MP
UPGRADE COST	3,500

LEVEL 3: MIGHT OF ZEUS (FULL CHARGE)

charge up thunderbolts for a massive attack.

BUTTONS | HOLD L2 + HOLD TRIANGLE

ARMY OF HADES

LOCATION: ACT IV, AFTER PANDORA'S GUARDIAN

- SUMMON THE SOULS OF THE DEAD TO FIGHT BY YOUR SIDE -

You won't acquire this ability until late in the game, but it is still worth powering up once you obtain it. It has very similar properties to Poseidon's Rage in that it is a crowd thinner and combo booster, because it attacks multiple enemies. The biggest advantage of the power is that you can still attack while the spirits are doing your bidding. As you may have guessed, this uses a lot of magic, but it is also the most powerful method for dealing damage to mobs of monsters.

ARMY OF HADES: LEVEL 1

DAMAGE PER SOUL	10
NUMBER OF SOULS	2
MP COST PER SOUL	5 MP
UPGRADE COST	N/A

LEVEL 1: ARMY OF HADES

summon the souls of the dead.

BUTTONS | L2

LEVEL 1: ARMY OF HADES (AIR)

summon the souls of the dead in the air.

BUTTONS | L2

ARMY OF HADES: LEVEL 2

DAMAGE PER SOUL	15
NUMBER OF SOULS	4
MP COST PER SOUL	3.3 MP
UPGRADE COST	4,500 ORBS

LEVEL 2: ARMY OF HADES, LEVEL 2

summon more souls of the dead.

BUTTONS | L2

ARMY OF HADES: LEVEL 3

DAMAGE PER SOUL	20
NUMBER OF SOULS	6
MP COST PER SOUL	2.5 MP
UPGRADE COST	10,000 ORBS

LEVEL 3: ARMY OF HADES, LEVEL 3

summon the greatest number of souls of the dead.

BUTTONS | L2

ACT I

AEGEAN SEA

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act 1 scene

Shipwrecked Vessels

SHIP 1: EXTERIOR

I

Your epic journey beings aboard the deck of a ship in the Aegean sea. There is no time to gaze around, because the very start of the game places you in immediate combat with undead Legionnaires. These creatures are level one-type enemies, and are not too challenging. It is a good time to try out all your attacks. Several more undead will join the fight by climbing up the sides of the boat. After you dispatch them, the chained trapdoor will burst open and more enemies enter the battle. This will leave you heavily outnumbered. If you find yourself getting surrounded, be sure to roll out of the way in order to give yourself enough space to perform a combo.

II

After your first battle, walk over to the trap door and rapidly press R2 to open it. Hop down into the interior of the ship.

MONSTER: UNDEAD LEGIONNAIRE

HIT POINTS:	20/50
MAGIC WEAKNESS:	ALL
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	1,500
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	3
DEATH DECAP	10
CS MILK	1
CS KILL	4
SHATTER	5
AIR SHATTER	10
MINI-GAME	N/A

THE FIRST UNDEAD LEGIONNAIRES YOU ENCOUNTER ARE NOT EXACTLY THE BIGGEST OF THREATS, BUT THEY DO TRAVEL IN LARGE NUMBERS, SO DON'T DISMISS THEM. USE GROUND-SMASHING COMBOS TO KNOCK GROUPS OF THEM TO THE FLOOR.

SHIP 1: INTERIOR, A

III

Press and hold R2 to open the **HEALTH CHEST** and restore your life. Smash any barrels around the chest, and then break your way through the barricade to the right of the chest.

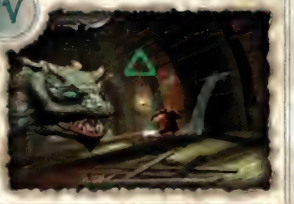
IV

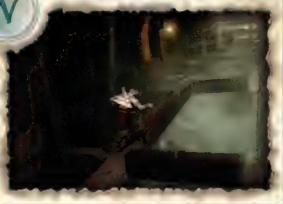
Walk through the corridor and smash the beds for more red orbs. Enter the next room and prepare to block, as a **HYDRA HEAD** barges in. To defeat the beast, block its lunging attacks, which will push you to the back of the room. After deflecting its attacks, step forward or roll to get within striking distance and hit Square rapidly. You should get a seven-hit combo before it lunges and forces you to block again.

keep attacking the monster in this fashion until it has lost half its life. At this point you will see a visual cue of the circle button over the monster's head. Move in close and press circle to trigger a mini-game.

V press the buttons as indicated by the on-screen prompts to defeat the beast. Walk across a series of wooden beams to reach the other side. Smash the barrels on the other side, and exit the doorway on the left to continue to the next area of the vessel.

IV

IV 

V 

CLASSICAL MYTHOLOGY: HARPIES

IN EARLIER VERSIONS OF GREEK MYTHOLOGY, HARPIES WERE DESCRIBED AS BEAUTIFUL, WINGED MAIDENS. LATER THEY BECAME WINGED MONSTERS WITH THE FACE OF AN UGLY OLD WOMAN AND EQUIPPED WITH CROOKED, SHARP TALONS. THEY WERE REPRESENTED CARRYING OFF PEOPLE TO THE UNDERWORLD AND INFLICTING PUNISHMENT OR TORMENTING THEM. THOSE PEOPLE WERE NEVER SEEN AGAIN. THEY ROBBED THE FOOD FROM PHINEUS, BUT WERE DRIVEN AWAY BY CAILAS AND ZETES, THE BOREADS, AND SINCE THEN, THEY LIVED ON THE STROPHADES. THE HARPIES WERE PROBABLY THE PERSONIFICATION OF STORM WINDS. THEY ARE: AELLO, CELAENO AND OCYPETE.

MONSTER: HARPY

HIT POINTS:	15
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS KILL:	WING RIP
STONE RESISTANCE:	1,500
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	2
DEATH DECAP	6
CS MILK	N/A
CS KILL	N/A
SHATTER	5
AIR SHATTER	10
MINI-GAME	N/A

THESE ARE "NUISANCE ENEMIES" THAT DON'T DO MUCH DAMAGE BUT ATTACK IN LARGE GROUPS. ANY QUICK ATTACK WILL TAKE THEM OUT PRETTY FAST. DON'T SPEND TOO MUCH TIME COMBOING THEM, BECAUSE THEY AREN'T VERY STRONG.

SHIP 1: INTERIOR, B

VI

Walk forward and press R2 to talk to the sailor who is behind the bars. Proceed back down the path and through the doorway on the right.

VII

Go up the staircase and open the chest for some red orbs. Continue to wind through the hallway and smash through the barrier at the end. Open the door and step out into the ensuing mayhem.

VIII

It's a pretty hectic scene as you witness sailors being attacked by Harpies. These bat-like creatures will fly around attacking you and the sailors. Use quick attacks to make quick work of them since they have very little armor. For fun, be sure to grab one with Circle to watch the effect of the instant kill. If you are losing too much life in this onslaught, kill a few sailors who will yield some much-needed health.

IX

Continue to kill the Harpies until a Hydra head breaks through the center of the deck. This familiar monster has several attacks, and one of them is actually helpful to you. One of its non-lethal attacks is an inhale move that will you draw you in if you are too far away from the action. This does no damage and is meant strictly as a means to keep you in the heat of combat.

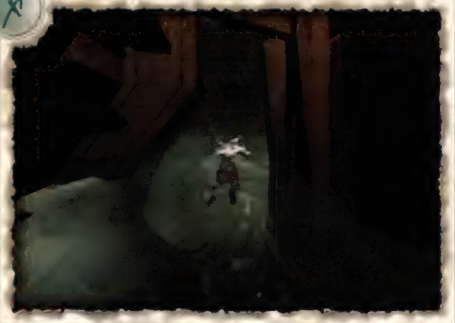
The best way to fight this beast is to perform quick attacks while standing right in front of it. It has several attacks, but they can all be blocked except the head slam. The head slam is pretty obvious as it will slam its massive head to the left, right and center. Simply roll out of the way to avoid the center attack and continue your onslaught.

While in front of the monster dishing out damage, be prepared to block its other two attacks. The first is a spinning head move where it lowers its head to the deck and swings it in an arc. The second is a quick biting attack.

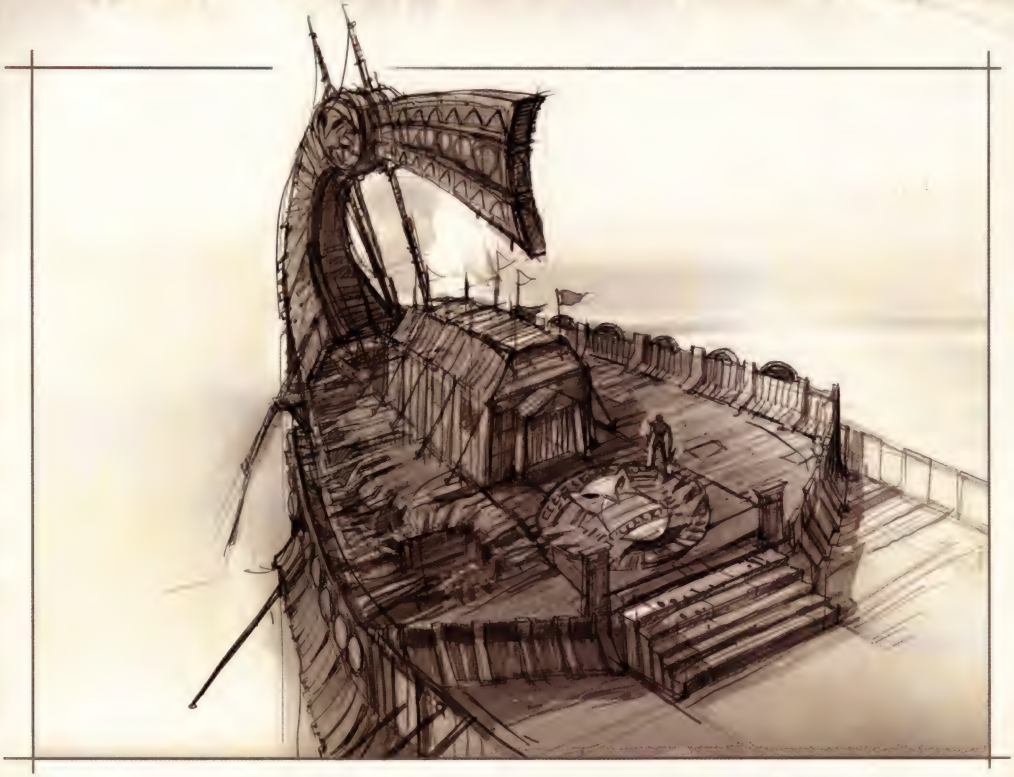
Its last attack is one of the reasons why it is best to fight the beast right in front. Its final attack is a swooping movement where the beast will pick you up with its mouth.

When this happens rapidly press Circle to break free and then deal some extra damage while it is stunned. This last attack sets the monster up for some massive damage, so it is actually advantageous to let it pick you up. Continue to stand in front of the beast dishing out quick attacks until it has been defeated. Before you jump into the hole left by the monster, be sure to open the doors on the right. Both contain chests filled with red orbs.

X Drop through the hole and swim to the left around a narrow opening. Continue swimming until you reach climbable netting that will take you back up to the ship's deck. Kill a few more undead Legionnaires and start your precarious walk across the fallen mast.



XI When you reach a rock you have two ways to go. Walk to the right to find a chest with a bunch of red orbs and then come back to the rock to take the beam leading forward.



SHIP 2: EXTERIOR

XII

save your game and use the HEALTH CHEST if you need it. it may be best to take your chances with the archers first and use it if you take too much damage.

XIII

your goal is to push/kick this block to the back wall, but the undead archers on that wall will not make it too easy for you. you can seek shelter behind any of the larger crates, but keep in mind that you need to move the block quickly or the archers will shoot it and destroy it. if the block is destroyed it will regenerate in its original spot. press R2 to grab the block and push it to the right so the block is behind the large crate in front of it. charge the kick move, and send the block flying up to the crate in front of it. pull the block to the left and again kick it to the crate in front of it. finally, pull the block to the side, and kick it to the back wall. if you are having trouble keeping the block from getting destroyed, you can run to the left and right to draw the undead archers' fire. keep an eye out for when they let a volley of arrows go, and use the time it takes them to reload to move the block.

XIV

when the block is pushed to the other side, jump onto it to use it as a step to reach the upper deck. climb up the netting and take out those pesky archers. use the HEALTH CHEST if you need it, and go through the door to the right onto the back deck.

MONSTER: UNDEAD ARCHER

HIT POINTS:	10
MAGIC WEAKNESS:	THUNDERBOLT
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	2,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	2
DEATH DECAP	4
CS MILK	1
CS KILL	4
SHATTER	4
AIR SHATTER	6
MINI-GAME	N/A

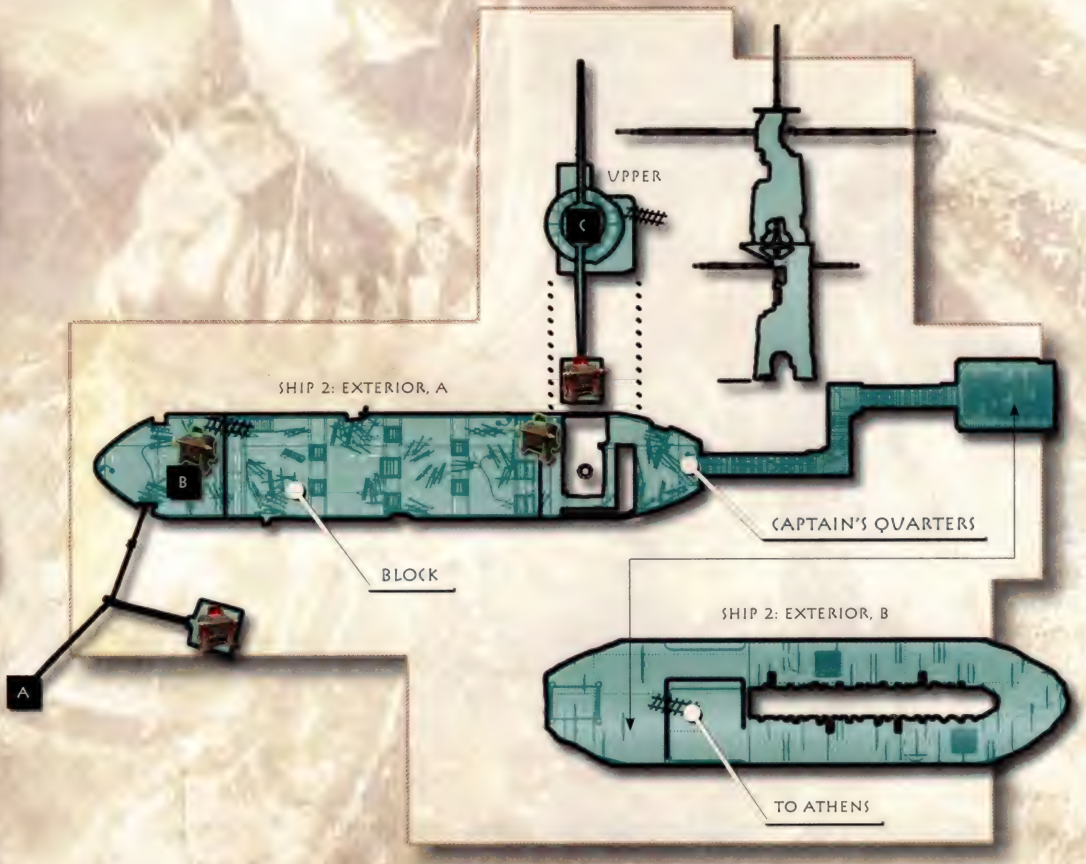
THESE ENEMIES ARE WEAK UNDEAD CREATURES THAT ONLY TAKE A FEW QUICK HITS TO DISPATCH. ELIMINATE THEM QUICKLY TO AVOID GETTING CAUGHT IN CROSSFIRE.

act 1 scene

Quest For the Captain's Key

SHIP 2: EXTERIOR, A

1 the captain's door (with the wheel handle) on the left is locked. there is a whole lot of screaming going on in there, but you must find the key to do anything about it. climb the ladder on the opposite wall to reach the mast.



II

Climb the netting hanging from the mast as you kill the undead legionnaires along the way. To move quickly press jump to leap rather than climb up the netting. If you're feeling overwhelmed, use the grab move from underneath them to quickly toss them down and knock off enemies below you. Also, you can use the grab move on the same side as other enemies to slam your target into its brethren.

III

Continue along your way to the top of the mast, fighting any enemies along as you go. When you finally reach a platform near the top of the mast, walk out onto the beam in the back (into the screen) to get to a chest of red orbs. Go back to the platform and jump under the zip line to proceed to the adjacent ship.

II

III

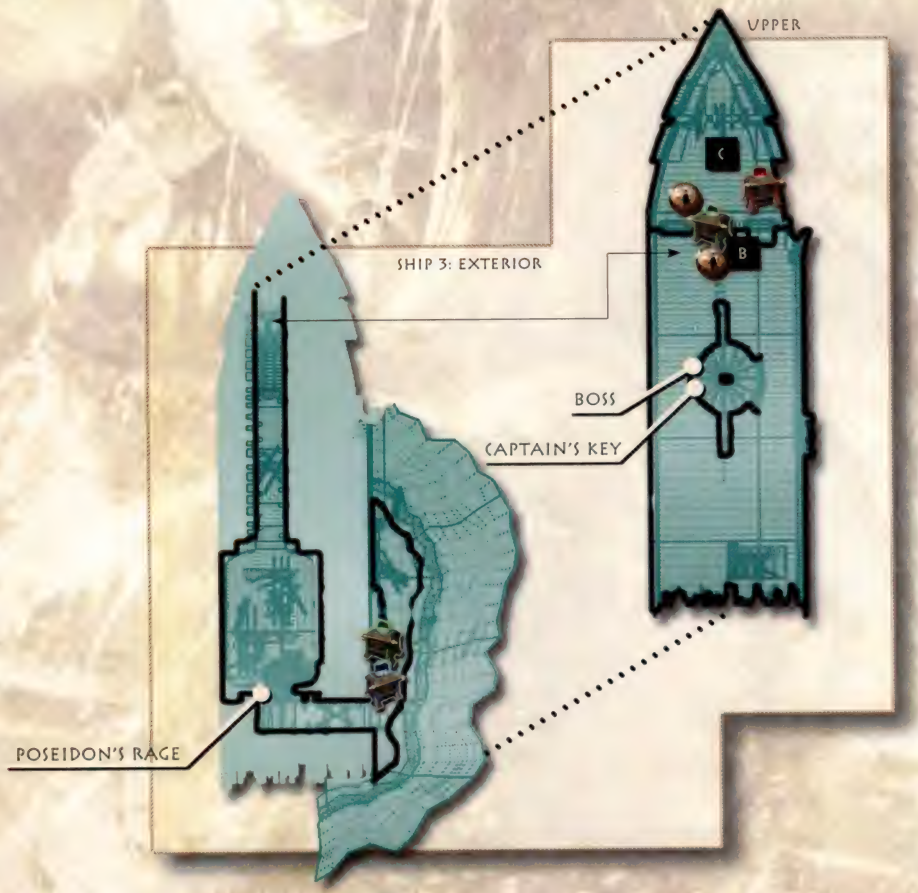
SHIP 3: EXTERIOR

IV Smash the planks covering the three entryways: The one on the left contains a chest of red orbs, the one on the right has a GORGON EYE, and the one in the center connects to the next room.

V Go into the interior of the ship and approach the blue god door. You will be awarded the power of the gods. From this portal you will receive the Rage of Poseidon magic.

VI Attack the spawning enemies and then use your new magic ability repeatedly to kill the undead Legionnaires to rack up some impressive combo bonuses.

VII Continue through the blue god door and out to the exterior of the ship. Use the save point and the HEALTH and MAGIC CHESTS if you need it. Climb up the netting and prepare to face the Hydra Head for the last time.



CLASSICAL MYTHOLOGY: POSEIDON

POSEIDON IS A GOD OF MANY NAMES. HE IS MOST FAMOUS AS THE GOD OF THE SEA. THE SON OF KRONOS AND RHEA, POSEIDON IS ONE OF SIX SIBLINGS WHO EVENTUALLY DIVIDED THE POWER OF THE WORLD. HIS BROTHERS AND SISTERS INCLUDE: HESTIA, DEMETER, HERA, HADES AND ZEUS. THE DIVISION OF THE UNIVERSE INVOLVED HIM AND HIS BROTHERS, ZEUS AND HADES. POSEIDON BECAME RULER OF THE SEA, ZEUS RULED THE SKY, AND HADES GOT THE UNDERWORLD. THE OTHER DIVINITIES ATTRIBUTED TO POSEIDON INVOLVE THE GOD OF EARTHQUAKES AND THE GOD OF HORSES. THE SYMBOLS ASSOCIATED WITH POSEIDON INCLUDE: DOLPHINS, TRIDENTS AND THREE-PRONGED FISH SPEARS.

FOR A SAFE VOYAGE ON THE SEA SAILORS RELIED UPON POSEIDON. MANY MEN DROWNED HORSES IN SACRIFICE OF HIS HONOR. HE LIVED ON THE OCEAN FLOOR IN A PALACE MADE OF CORAL AND GEMS, AND DROVE A CHARIOT PULLED BY HORSES. HOWEVER, POSEIDON WAS A VERY MOODY DIVINITY, AND HIS TEMPERAMENT COULD SOMETIMES RESULT IN VIOLENCE. WHEN HE WAS IN A GOOD MOOD, POSEIDON CREATED NEW LANDS IN THE WATER AND A CALM SEA. IN CONTRAST, WHEN HE WAS IN A BAD MOOD, POSEIDON WOULD STRIKE THE GROUND WITH A TRIDENT AND CAUSE UNRULY SPRINGS AND EARTHQUAKES, SHIP WRECKS AND DROWNING.

POSEIDON OFTEN USED HIS POWERS OF EARTHQUAKES, WATER AND HORSES TO INFLICT FEAR AND PUNISHMENT ON PEOPLE AS REVENGE. THOUGH HE COULD BE DIFFICULT AND ASSERT HIS POWERS OVER THE GODS AND MORTALS, POSEIDON COULD BE COOPERATIVE, AND IT WAS HE WHO HELPED THE GREEKS DURING THE TROJAN WAR. POSEIDON IS AN ESSENTIAL CHARACTER IN THE STUDY OF GREEK MYTHOLOGY.

POWER OF THE GODS: POSEIDON'S RAGE

POSEIDON'S RAGE IS YOUR BEST GENERAL USE POWER OF THE GODS. BY THE SECOND LEVEL IT HAS A LARGE ENOUGH AREA OF EFFECT THAT IT BECOMES A KEY TECHNIQUE FOR TAKING OUT LARGE GROUPS OF ENEMIES. THIS IS NOT MADE TO TAKE OUT BIG ENEMIES – IT IS A STAPLE OF CROWD CONTROL. ALSO, THIS MAGIC ABILITY IS THE KING OF COMBOS. USE THIS A COUPLE OF TIMES, AND YOU CAN RACK UP A 300- TO 400-HIT COMBO!

act 1 scene

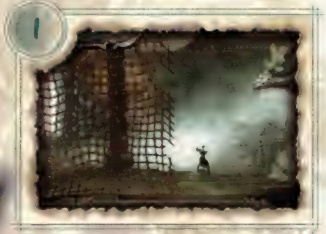
The Final Hydra Attack

I

You must defeat the two hydra heads before taking on the main one. Pick one side and go toward the end near the crates. If you stand too close in-between them, they will use the inhale move to pull you back and forth. If you don't mind getting pulled between them, you can fight them in an alternating fashion.

II

These versions have two main attacks, and the good news is that both can be blocked. Similar to the previous encounter, the hydra head will lower its head and spin in an arc. Also, it can attack with a quick biting strike. Stay right up close and dish out quick attacks as fast as you can. Just be sure to block when it rears its head for either a bite or spinning attack.



CLASSICAL MYTHOLOGY: THE HYDRA

THE HYDRA, WHICH LIVED IN THE SWAMPS NEAR TO THE ANCIENT CITY OF LERNA IN ARGOLIS, WAS A TERRIFYING MONSTER. SIMILAR TO THE NEMEAN LION, IT WAS THE OFFSPRING OF ECHIDNA (HALF MAIDEN/HALF SERPENT) AND TYPHON (HAD 100 HEADS). OTHER STORIES SAY THAT THE HYDRA WAS THE OFFSPRING OF STYX AND THE TITAN PALLAS. THE HYDRA HAD THE BODY OF A SERPENT AND MANY HEADS. (THE NUMBER OF HEADS DEVIATES FROM FIVE UP TO 100 – THERE ARE MANY VERSIONS BUT GENERALLY NINE IS ACCEPTED AS STANDARD.) ONE HEAD COULD NEVER BE HARMED BY ANY WEAPON, AND IF ANY OF THE OTHER HEADS WERE SEVERED, ANOTHER WOULD GROW IN ITS PLACE. (IN SOME VERSIONS TWO WOULD GROW.) ALSO, THE STENCH FROM THE HYDRA'S BREATH WAS ENOUGH TO KILL MAN OR BEAST (IN OTHER STORIES IT WAS A DEADLY VENOM). WHEN IT EMERGED FROM THE SWAMP, IT WOULD ATTACK HERDS OF CATTLE AND LOCAL VILLAGERS, DEVOURING THEM WITH ITS NUMEROUS HEADS. IT TOTALLY TERRORIZED THE VICINITY FOR MANY YEARS.

HERCULES JOURNEYED TO LAKE LERNA IN A SPEEDY CHARIOT, AND WITH HIM, HE TOOK HIS NEPHEW AND CHARIOTEER IOLAUS, IN SEARCH OF THE DREADED HYDRA. WHEN THEY FINALLY REACHED THE HYDRA'S HIDING PLACE, HERCULES TOLD IOLAUS TO STAY WITH THE HORSES WHILE HE DREW THE MONSTER FROM ITS HOLE WITH FLAMING ARROWS. THIS BROUGHT OUT THE HIDEOUS BEAST. HERCULES COURAGEOUSLY ATTACKED THE BEAST, FLAYING AT EACH HEAD WITH HIS SWORD, BUT HE SOON REALIZED THAT AS ONE HEAD WAS SEVERED ANOTHER GREW IN ITS PLACE. HERCULES CALLED FOR HELP FROM IOLAUS, TELLING HIM TO BRING A FLAMING TORCH, AND AS HERCULES CUT OFF THE HEADS ONE BY ONE FROM THE HYDRA, IOLAUS CAUTERIZED THE OPEN WOUNDS WITH THE TORCH, PREVENTING THEM FROM GROWING AGAIN. AS HERCULES FOUGHT THE WRITHING MONSTER, HE WAS ALMOST STIFLED BY ITS OBNOXIOUS BREATH, BUT EVENTUALLY, WITH THE HELP OF IOLAUS, HERCULES REMOVED ALL BUT ONE OF THE HYDRA'S HEADS. THE ONE REMAINING COULD NOT BE HARMED BY ANY WEAPON, SO, PICKING UP HIS HEFTY CLUB, HERCULES CRUSHED IT WITH ONE MIGHTY BLOW. HE THEN TORE OFF THE HEAD WITH HIS BARE HANDS AND QUICKLY BURIED IT DEEP IN THE GROUND, PLACING A HUGE BOULDER ON THE TOP. AFTER HE HAD KILLED THE HYDRA, HERCULES DIPPED THE TIPS OF HIS ARROWS INTO THE HYDRA'S BLOOD, WHICH WAS EXTREMELY POISONOUS, MAKING THEM DEADLY.

OTHER VERSIONS SAY THAT WHILE HERCULES FOUGHT THE HYDRA, THE GODDESS HERA SENT DOWN A GIANT CRAB WHICH ATTACKED HIS FEET. THIS LEGEND COMES FROM A MARBLE RELIEF DATING FROM THE 2ND CENTURY BCE FOUND AT ANCIENT LERNA, SHOWING HERCULES ATTACKING THE HYDRA, AND NEAR HIS FEET IS A HUGE CRAB. ALSO, OTHER LEGENDS SAY THAT A STRAY ARROW SET ALIGHT THE FOREST, AND IT WAS THE BURNING TRUNKS, WHICH HERCULES RIPPED UP AND USED TO CAUTERIZE THE OPEN WOUNDS.

III continue to attack and block whenever it attempts a strike. Your newly acquire lighting magic is a great way to get a high bonus, but make sure you save some magic for the Hydra King. When the Hydra head has lost most of its life, the head will collapse. Climb and jump up on the crates on the side and jump to the suspended platform to pin its head down.

IV once the head is pinned down, you will receive plenty of orbs. Now it's time to take out the other Hydra head in the same fashion. When both are safely taken out of the fight, climb up the netting to take on the Hydra King. It's only got one biting attack but that's all it needs when it's that huge. It can also roar and attempt to knock you off the ledge, but it is not a fatal drop if you fall. If you stand near the center of the platform, the roar will just push you to the edge of the netting where you can hold on and wait for the roar to complete.

V watch out for its giant bite. Roll to the side as it lunges for you. Better yet, if you have enough magic, active your Poseidon's Rage before it bites you. When you're in the middle of the spell's animation, you're immune to damage . The key to this fight is being bold. Stay up close to assault it with quick attacks and use your magic to counter its bite.

VI After enough damage the huge head will collapse and the circle button prompt will appear. Get in close and hit circle to initiate a mini-game.

VII Rapidly press circle to smash its head into the mast. You will need to do this three times. When the fourth circle prompt appears, press it to start the mini-game and impale the creature on the mast.

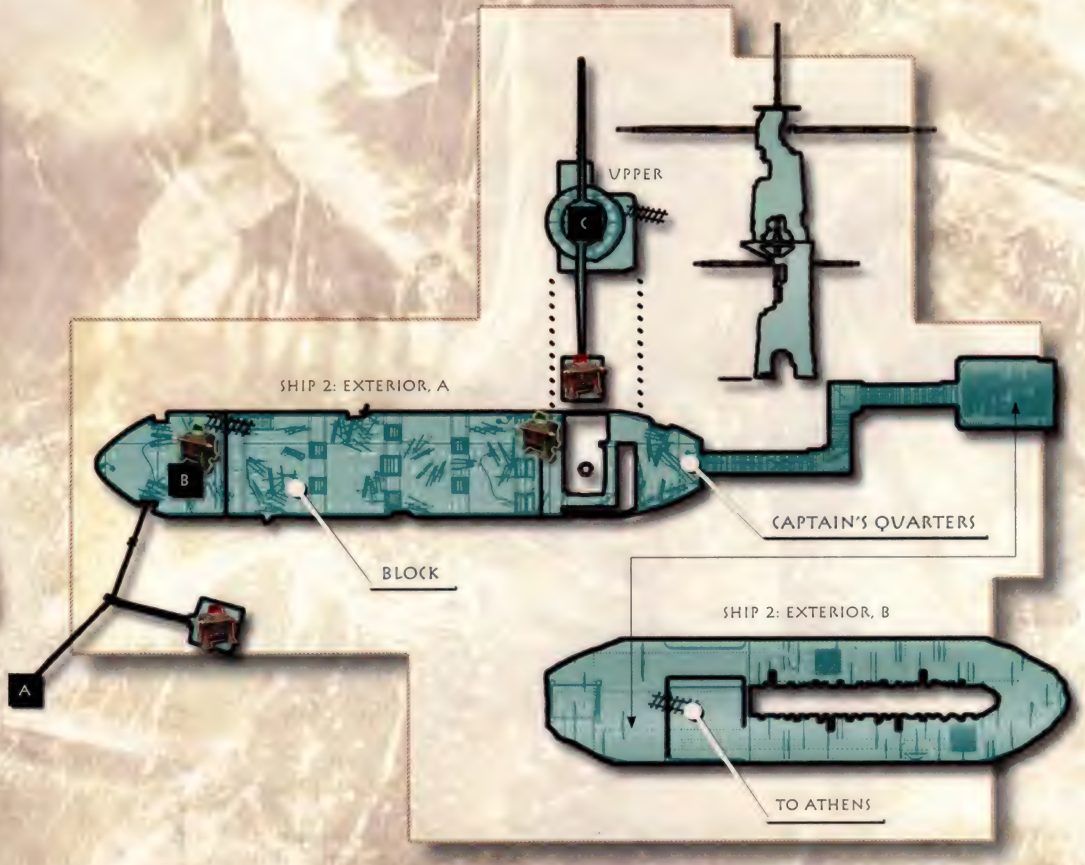
VIII After the Hydra is dead, enter the dead boss' mouth and travel down its throat until you reach the captain.

IX Press R2 to grab the key and leave the dead beast's innards. Climb the boxes on the right and jump onto the netting to reach a platform with a **HEALTH CHEST** and a **GORGON EYE**. Walk under the zip line and jump up to go back to the previous ship.

SHIP 2: EXTERIOR, B

save the game if you like. Drop down and run across the deck. Take out the undead archers on the large crates and use the block in the back. Climb up as you had done previously.

Go through the hallway and use the captain's key on the locked door. Run down this corridor, and press R2 to open the door and make a gruesome discovery.



TRAINING GROUND
WEAPONS
POWER OF THE GODS
WALK-THROUGH
ACT I
ACT II
BESTIARY
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ACT II

ATHENS

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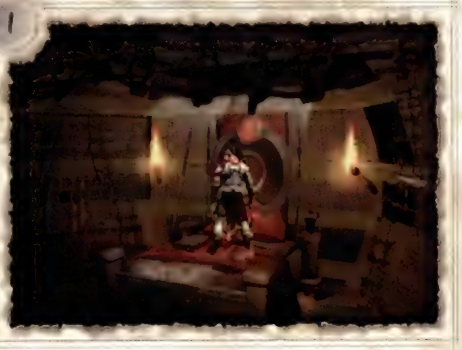
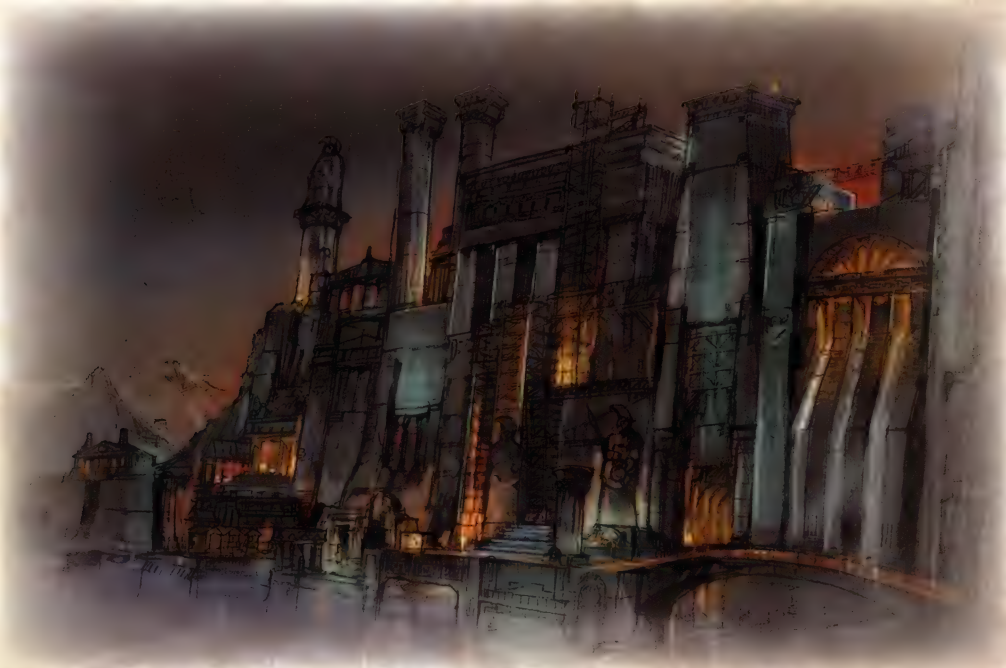
act II scene

Gates of Athens

KRATOS SHIP: EXTERIOR

1 Before you leave your chambers, spend some time with the ladies. Jump on the dead and activate the sex mini-game (no joke!), and then you'll receive a ton of red orbs. Check the journal near the door, and walk around the U-shaped area to the ladder. Use the HEALTH and MAGIC CHESTS as needed, then ascend the ladder to the deck.





CLASSICAL MYTHOLOGY: ATHENA

ATHENA WAS THE GREEK GODDESS OF WISDOM, WAR, THE ARTS, INDUSTRY, JUSTICE AND SKILL. SHE WAS THE FAVORITE CHILD OF ZEUS. SHE HAD SPRUNG FULLY GROWN OUT OF HER FATHER'S HEAD. HER MOTHER WAS METIS, GODDESS OF WISDOM AND ZEUS' FIRST WIFE. IN FEAR THAT METIS WOULD BEAR A SON MIGHTIER THAN HIMSELF, ZEUS SWALLOWED HER AND SHE BEGAN TO MAKE A ROBE AND HELMET FOR HER DAUGHTER. THE HAMMERING OF THE HELMET CAUSED ZEUS GREAT PAIN IN THE FORM OF HEADACHES, AND HE CRIED OUT IN AGONY. SKILLED HEPHAESTUS RAN TO HIS FATHER AND SPLIT HIS SKULL OPEN, AND FROM IT EMERGED ATHENA, FULLY GROWN AND WEARING HER MOTHER'S ROBE AND HELMET. SHE IS THE VIRGIN MOTHER OF ERICHTHONIUS.

ATHENA AND HER UNCLE POSEIDON WERE BOTH VERY FOND OF A CERTAIN CITY IN GREECE. BOTH OF THEM CLAIMED THE CITY AND IT WAS DECIDED THAT THE ONE THAT COULD GIVE THE FINEST GIFT SHOULD HAVE IT. LEADING A PROCESSION OF CITIZENS, THE TWO GODS MOUNTED THE ACROPOLIS. POSEIDON STRUCK THE SIDE OF THE CLIFF WITH HIS TRIDENT AND A SPRING WELLED UP. THE PEOPLE MARVELED, BUT THE WATER WAS AS SALTY AS POSEIDON'S SEA AND IT WAS NOT VERY USEFUL. ATHENA'S GIFT WAS AN OLIVE TREE, WHICH WAS BETTER BECAUSE IT GAVE THE PEOPLE FOOD, OIL AND WOOD. ATHENA NAMED HER CITY ATHENS.

ATHENA'S COMPANION WAS THE GODDESS OF VICTORY, NIKE, AND HER USUAL ATTRIBUTE IS THE OWL. ATHENA POSSESSED THE AEGIS.

II

Talk to the statue of Athena and follow the gangplank onto the docks. Follow the path, defeating squads of undead as you cross over a small bridge. At the end of the path are some wooden planks and a convenient hole in the wall. Enter the hole for a quick swim, and jump up to enter the secret area.

III

Follow the path inside and defeat the cursed Legionnaires. Beyond them is an ITEM CHEST with a PHOENIX FEATHER. Exit this hallway and use the HEALTH CHEST if needed. Hop up the crates and work your way back to where you first entered the hole.

IV

Jump the small gap, and press R2 to pull the lever that will activate the elevator. On the upper walkway you will find a HEALTH CHEST to prepare you for the introduction to the Minotaur. These are stout beasts, and they take a lot of hits, but they are still susceptible to juggle combos by holding Triangle. Take them off their feet or knock them down whenever possible.

V

After defeating the bullish beasts, pass by a MAGIC CHEST and go around the corner to another elevator that will take you the main gates.

II

III

IV

MONSTER: MINOTAUR GRUNT

HIT POINTS:	90
MAGIC WEAKNESS:	N/A
MINI-GAME:	THROAT STAB STRUGGLE
STONE RESISTANCE:	6,000
STONE HIT POINTS:	7
STONE ESCAPE TIME:	5,000
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	LAUNCH, AIR THROW REPEAT

ORB DROPS	
DEATH	25
DEATH DECAP	35
CS MILK	N/A
CS KILL	N/A
SHATTER	30
AIR SHATTER	40
MINI-GAME	100% CHANCE 30 HP

THESE ENEMIES ARE STOUT BUT LOWER LEVEL GRUNT MONSTERS. THEY CAN BE JUGGLED WITH MANY COMBOS AND SHOULDN'T PROVIDE TOO MUCH CHALLENGE. THEY HAVE LIMITED RANGE, SO SET UP YOUR ATTACKS AND LEAD INTO THEM WITH COMBOS.

CLASSICAL MYTHOLOGY: MINOTAUR

BEFORE HE ASCENDED THE THRONE OF CRETE, MINOS STRUGGLED WITH HIS BROTHERS FOR THE RIGHT TO RULE. MINOS PRAYED TO POSEIDON TO SEND HIM A SNOW WHITE BULL, AS A SIGN OF APPROVAL BY THE GODS FOR HIS REIGN. HE PROMISED TO SACRIFICE THE BULL AS AN OFFERING AND AS A SYMBOL OF SUBSERVIENCE. A BEAUTIFUL WHITE BULL ROSE FROM THE SEA, BUT WHEN MINOS SAW IT, HE COVETED IT FOR HIMSELF. HE ASSUMED THAT POSEIDON WOULD NOT MIND, SO HE KEPT IT AND SACRIFICED THE BEST SPECIMEN FROM HIS HERD INSTEAD. WHEN POSEIDON LEARNED ABOUT THE DECEIT, HE MADE PASIPHA, MINOS' WIFE, FALL MADLY IN LOVE WITH THE BULL. SHE HAD DAEDALUS, THE FAMOUS ARCHITECT, MAKE A WOODEN COW FOR HER. PASIPHA CLIMBED INTO THE DECOY AND FOOLED THE WHITE BULL. THE OFFSPRING OF THEIR LOVEMAKING WAS A MONSTER CALLED THE MINOTAUR.

THE CREATURE HAD THE HEAD AND TAIL OF A BULL ON THE BODY OF A MAN. IT CAUSED SUCH TERROR AND DESTRUCTION ON CRETE THAT DAEDALUS WAS SUMMONED AGAIN, BUT THIS TIME BY MINOS HIMSELF. HE ORDERED THE ARCHITECT TO BUILD A GIGANTIC, INTRICATE LABYRINTH FROM WHICH ESCAPE WOULD BE IMPOSSIBLE. THE MINOTAUR WAS CAPTURED AND LOCKED IN THE LABYRINTH. EVERY YEAR FOR NINE YEARS, SEVEN YOUTHS AND MAIDENS CAME AS TRIBUTE FROM ATHENS. THESE YOUNG PEOPLE WERE ALSO LOCKED IN THE LABYRINTH FOR THE MINOTAUR TO FEAST UPON.

WHEN THE GREEK HERO THESEUS REACHED ATHENS, HE LEARNED OF THE MINOTAUR AND THE SACRIFICES, AND WANTED TO END THIS TYRANNY. HE VOLUNTEERED TO GO TO CRETE AS ONE OF THE VICTIMS. UPON HIS ARRIVAL, HE MET ARIADNE, MINOS' DAUGHTER, WHO FELL IN LOVE WITH HIM. SHE PROMISED SHE WOULD PROVIDE THE MEANS TO ESCAPE FROM THE MAZE IF HE AGREED TO MARRY HER. WHEN THESEUS DID, SHE GAVE HIM A SIMPLE BALL OF THREAD, WHICH HE WAS TO FASTEN CLOSE TO THE ENTRANCE OF THE MAZE. HE MADE HIS WAY THROUGH THE MAZE, WHILE UNWINDING THE THREAD, AND HE STUMBLED UPON THE SLEEPING MINOTAUR. HE BEAT IT TO DEATH AND LED THE OTHERS BACK TO THE ENTRANCE BY FOLLOWING THE THREAD.

act II scene

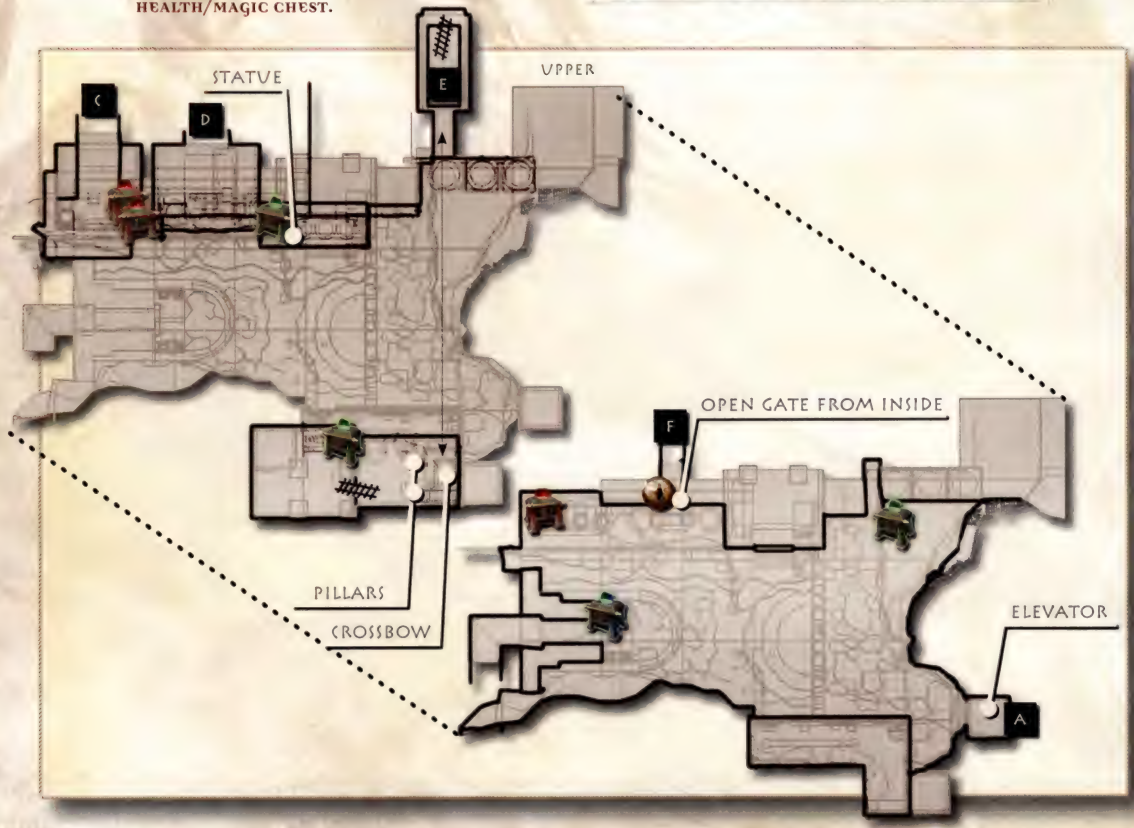
Carnage in the Courtyard

TEMPLE 1: EXTERIOR

1 Once you step into the open, you will be assaulted by several cyclops enforcers. The best tactics to use on these spiked ball-toting enemies is to use quick attacks and roll out of the way. The roll will still allow you to continue your combo.

When they have taken enough damage follow the on-screen prompt to activate a mini-game and finish them off. To the right rear section of the area is a ledge with a health chest. All the gates are locked, so proceed forward into the doorway past a **HEALTH/MAGIC CHEST.**

1



MONSTER: CYCLOPS ENFORCER

HIT POINTS:	130
MAGIC WEAKNESS:	CHARGE THUNDERBOLT
MINI-GAME:	EYE IMPALE
STONE RESISTANCE:	20,000
STONE HIT POINTS:	20
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	TANK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	50 (100% CHANCE 10-20 HP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	75
AIR SHATTER	N/A
MINI-GAME	150 (100% CHANCE 10-20 HEALTH POINTS)

THIS LARGE CREATURE CAN TAKE A LOT OF DAMAGE BEFORE THE PROMPT WILL APPEAR TO ENTER THE MINI-GAME THAT WILL KILL IT. AVOID THE LARGE, SPIKED BALL BY ROLLING OUT OF THE WAY AFTER DISHING OUT A FEW QUICK ATTACKS.

CLASSICAL MYTHOLOGY: CYCLOPS

GIANTS WITH ONLY ONE EYE IN THEIR FOREHEAD, CHILDREN OF THE EARTH, GAEA. THEY ATE HUMANS, WERE THICK AND HAD GIVEN ZEUS THE THUNDER AND LIGHTNING AS A SIGN OF GRATITUDE WHEN HE RELEASED THEM FROM THE UNDERWORLD. THEY WORKED AS HEPHAESTUS HELPERS UNDER THE VOLCANO ETNA, MAKING ZEUS' LIGHTNING BOLTS, BUT WERE KILLED BY APOLLO AS A REVENGE FOR ZEUS' KILLING HIS SON ACLEPIUS.

THE MOST FAMOUS CYCLOPS WAS POLYPHEMUS WHO ODYSSEUS BLINDED AFTER MAKING HIM DRUNK.

IN GENERAL, HOMER DESCRIBED THE CYCLOPS AS WILD SAVAGES WHO DID NOT USE AGRICULTURE OR LAWS OTHER THAN EACH MAN TO HIMSELF. THIS CAN BE SEEN AS AN ALLEGORY OF THE BARBARIANS, THE NON-GREEKS. OTHER NAMED CYCLOPS WERE BRONTES, STEROPES AND ARGES.

II

Run through the winding hallway to enter a warehouse room with huge stacked crates. Smash the wooden crates on the bottom level of the group in the center and the far upper left. This will lower these two columns of metal crates.

III

Climb onto the lowest box in the back left corner, and jump diagonally to the center of crates that you just lowered. From here jump into the screen in back to get to a taller stack of crates that leads to an alcove with a MAGIC CHEST and GORGON EYE.

IV

Leap back onto the tall stack of crates, but instead of leaping back where you came from, jump to the right to a lower level with ITEM CHEST. Open this chest and use the ladder. Shimmy across the narrow ledge to the end and walk onto the crates. Jump to the taller stack in front of you to land on the netting.

V

After you climb to the top, jump diagonally to the left (not the column near the doorway). From here, jump to the left to reach an ITEM CHEST. There is nothing left to collect in this room, so jump down the two stacks of crates on your right and exit the room.

CLASSICAL MYTHOLOGY: APHRODITE

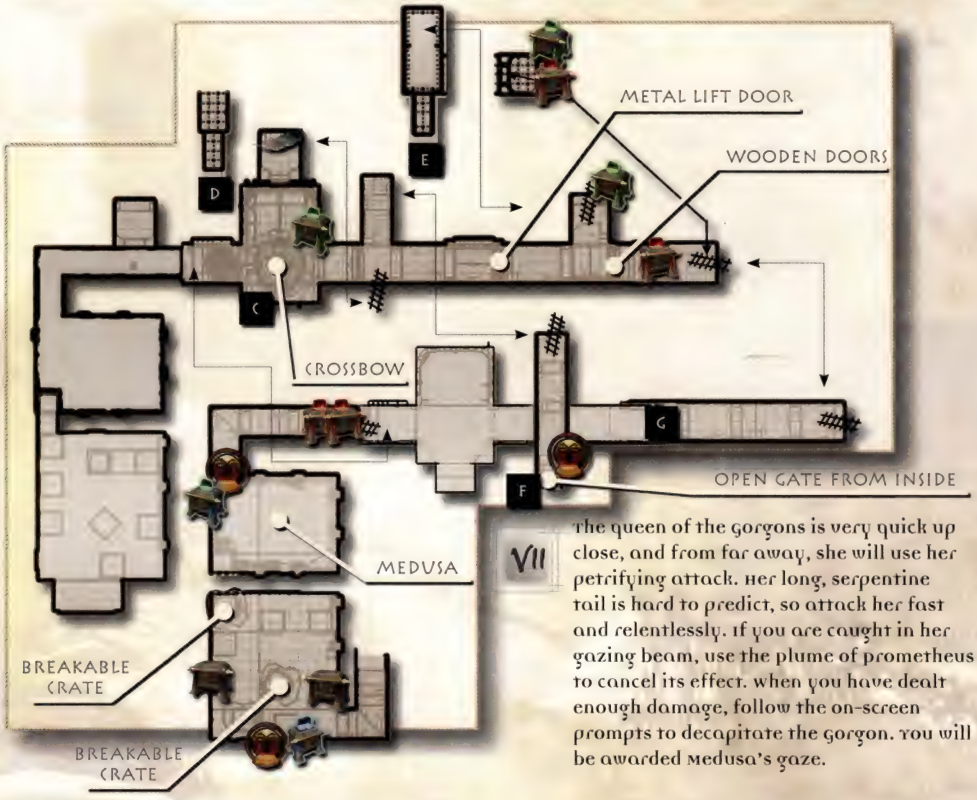
APHRODITE IS THE GODDESS OF LOVE, BEAUTY AND SEXUAL RAPTURE. ACCORDING TO HESIOD, SHE WAS BORN WHEN URANUS (THE FATHER OF THE GODS) WAS CASTRATED BY HIS SON CRONUS. CRONUS THREW THE SEVERED GENITALS INTO THE OCEAN, WHICH BEGAN TO CHURN AND FOAM ABOUT THEM. FROM THE APHROS ("SEA FOAM") AROSE APHRODITE, AND THE SEA CARRIED HER TO EITHER CYPRUS OR CYTHERA. HENCE SHE IS OFTEN REFERRED TO AS KYPRIS AND CYTHEREA. HOMER CALLS HER A DAUGHTER OF ZEUS AND DIONE.

AFTER HER BIRTH, ZEUS WAS AFRAID THAT THE GODS WOULD FIGHT OVER APHRODITE'S HAND IN MARRIAGE, SO HE MARRIED HER OFF TO THE SMITH GOD HEPHAESTUS, THE STEADIEST OF THE GODS. HE COULD HARDLY BELIEVE HIS GOOD LUCK AND USED ALL HIS SKILLS TO MAKE THE MOST LAVISH JEWELS FOR HER. HE MADE HER A GIRDLE OF FINELY WROUGHT GOLD AND WOVE MAGIC INTO THE FILIGREE WORK. THAT WAS NOT VERY WISE OF HIM, FOR WHEN SHE WORE HER MAGIC GIRDLE, NO ONE COULD RESIST HER, AND SHE WAS ALL TOO IRRESISTIBLE ALREADY. SHE LOVED GAIETY AND GLAMOUR AND WAS NOT AT ALL PLEASED AT BEING THE WIFE OF SOOTY, HARD-WORKING HEPHAESTUS.

APHRODITE LOVED AND WAS LOVED BY MANY GODS AND MORTALS. AMONG HER MORTAL LOVERS, THE MOST FAMOUS WAS PERHAPS ADONIS. SOME OF HER SONS ARE EROS, ANTEROS, HYMENAIOS AND AENEAS (WITH HER TROJAN LOVER ANCHISES). SHE IS ACCOMPANIED BY THE GRACES.

HER FESTIVAL IS THE APHRODISIAC, WHICH WAS CELEBRATED IN VARIOUS CENTERS OF GREECE, ESPECIALLY IN ATHENS AND CORINTH. HER PRIESTESSES WERE NOT PROSTITUTES BUT WOMEN WHO REPRESENTED THE GODDESS AND SEXUAL INTERCOURSE WITH THEM WAS CONSIDERED JUST ONE OF THE METHODS OF WORSHIP. APHRODITE WAS ORIGINALLY AN OLD ASIAN GODDESS, SIMILAR TO THE MESOPOTAMIAN ISHTAR AND THE SYRO-PALESTINIAN GODDESS ASHTART. HER ATTRIBUTES ARE THE DOLPHIN, DOVE, SWAN, POMEGRANATE AND LIME TREE.

WAREHOUSE 1: INTERIOR



VI

Jump down into the room and approach the orange god door. Aphrodite will offer you the power to freeze your enemies if you can earn this gift.

VII

The queen of the gorgons is very quick up close, and from far away, she will use her petrifying attack. Her long, serpentine tail is hard to predict, so attack her fast and relentlessly. If you are caught in her gazing beam, use the plume of Prometheus to cancel its effect. When you have dealt enough damage, follow the on-screen prompts to decapitate the gorgon. You will be awarded Medusa's gaze.

Use this newly acquired skill to freeze and shatter 10 minotaurs. You have unlimited magic in this segment, so take your time to get comfortable with this ability. It is very useful on large creatures like this, because it immediately takes them out of the fight.

VII

VII

MINI-BOSS: MEDUSA

HIT POINTS:	10,000
MAGIC WEAKNESS:	360 LIGHTNING
HEAD RIP:	HEAD RIP
STONE RESISTANCE:	N/A
STONE HIT POINTS:	N/A
STONE ESCAPE TIME:	N/A
DEFENSE TACTIC:	EVADE
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	250

THE GORGON QUEEN IS THE TOUGHEST OF HER KIND. WHILE HER GAZE ISN'T AS DEADLY AS HER MORE ADVANCED SISTERS, SHE IS A LOT STRONGER AND WILL TAKE PLENTY OF HITS. SHE'S AGILE AND HAS GOOD RANGE WITH HER TAIL, SO USE POSEIDON'S RAGE TO STUN HER AND BREAK HER GAZE WITH THE PLUME OF PROMETHEUS.

CLASSICAL MYTHOLOGY: MEDUSA

ONE OF THE GORGONS AND THE ONLY ONE WHO WAS MORTAL, HER GAZE COULD TURN WHOMEVER SHE LOOKED UPON TO STONE. THERE IS A PARTICULAR MYTH IN WHICH MEDUSA WAS ORIGINALLY A BEAUTIFUL MAIDEN. SHE DESECRATED ATHENA'S TEMPLE BY LYING THERE WITH POSEIDON. OUTRAGED, ATHENA TURNED MEDUSA'S HAIR INTO LIVING SNAKES.

MEDUSA WAS KILLED BY THE HERO PERSEUS WITH THE HELP OF ATHENA AND HERMES. HE KILLED HER BY CUTTING OFF HER HEAD AND GAVE IT TO ATHENA, WHO PLACED IT IN THE CENTER OF HER AEGIS, WHICH SHE WORE OVER HER BREASTPLATE.

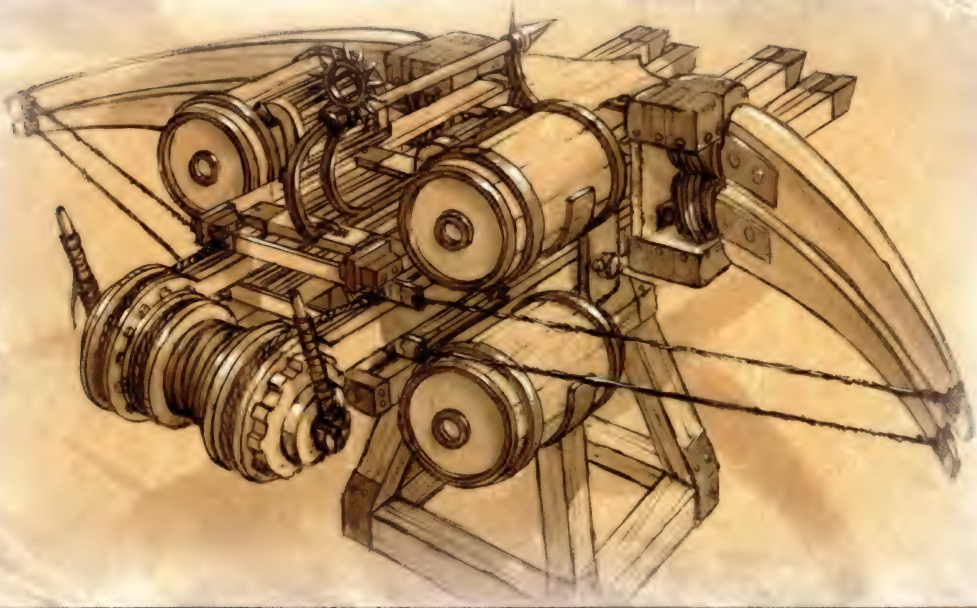
FROM MEDUSA'S DEAD BODY THE GIANT CHRYSAOR AND THE WINGED HORSE PEGASUS, HER SON BY POSEIDON, SPRANG FORTH.

POWER OF THE GODS: MEDUSA'S GAZE

THIS ABILITY ALLOWS YOU TO FREEZE YOUR ENEMIES IN THEIR TRACKS. EACH ENEMY HAS VARYING RESISTANCE TO BEING PETRIFIED. AS YOU UPGRADE THIS ABILITY, YOU WILL BE ABLE TO SHOOT MORE POWERFUL BEAMS AND EVENTUALLY ADD AN AREA EFFECT. KEEP IN MIND THAT THE ABILITY ITSELF DOES NO DAMAGE AND THAT YOU MUST SHATTER THE ENEMY BEFORE HE BREAKS FREE.

VIII when you are done shattering everything stop by the **HEALTH/MAGIC CHEST** and exit the room through the orange god door. follow the hallway, defeating a few undead, and climb the ladder.

IX when you get to the top of the ladder, jump back into the screen with a double jump to land on the ledge with two **ORB CHESTS**.



BALLISTA CHAMBER: INTERIOR

X walk up to the back of the giant siege crossbow and press R2 to pull back the string. while it may seem like you are firing into nothing, it will hit a secret area that you can get to later.

XI pull the lever next to the ballista to rotate it. Now that it is facing the door, go behind it and fire away. You're not done with your new toy yet. Rotate it one more time so it is pointing to the wall on the left. Fire it again and reel in a chest containing a PHOENIX FEATHER. Finally, pull the lever one more time to point the ballista back to the open doorway ... you'll be using it again soon enough.

XII There is a HEALTH CHEST near the doorway, but you will need that later. walk down the hallway a short distance and turn left. Drop down the hole and defeat some undead legionnaires. continue all the way to the end of this passage to find a chest with a gorgon eye. Be sure to press R2 to open the gate, as it will make it easier to backtrack later. For now just go back through the hallway and climb up the ladder.

X

XI

XII

XIII Use the ladder on the wall opposite the corridor you emerged from. This will lead you to an outside balcony with a ton of undead. This is a good spot to use Poseidon's Rage to rack up some high combo numbers. To the left of the door is a small ladder — scale up this side to reach a climbable wall.

XIV After you climb up a few paces, you will notice the brown structure on your left has a ledge you can stand on. Walk onto the ledge and jump to the rooftop below. From here double jump to the secret area you opened before with the Ballista. In this area two Orb Chests await you. This would be a good time to upgrade your Poseidon's Rage to L2.

XV Jump down to the courtyard and take the shortcut that you created by opening the gate before. Back track up the two ladders to the balcony, and once again, climb the wall on the left. Continue to climb up until you can see the wall split. Move to the edge of the wall and press jump to leap to the other side.

VII

VII

VII

XVI Jump across another gap and prepare for an onslaught of undead Legionnaires. The best way to handle this many is to grab and smash them into each other. However, if you are combo crazy, try to avoid them and lead them to their doom.

XVII One more wall jump and you will then have to climb down to the platform below. If you've let a large number of enemies follow you, this is a great time to use your Poseidon's Rage for an easy 100-plus combo.

XVIII Walk around the ledge to the left and position yourself between a large statue and one of the pillars. Press R2 repeatedly to topple the statue and continue around the ledge to the corner where a HEALTH CHEST awaits.

XIX Jump down into the courtyard and go left to locate the head of the fallen statue. Jump on the head and jump again to reach a ladder.

XVIII

XIX

XX

XXI

XX climb up to the first tier where two gorgons will attack you. Decapitate them to gain magic and go around the corner to the left for a HEALTH CHEST.

XXI climb up the ladder and three Minotaurs and a gorgon will ambush you. After you have dispatched them, attack both of the pillars to allow you to use them as stepping stones to climb up.

XXII This last rooftop segment has a ton of undead. Stick to one side to avoid having them gang up on you. When they are all destroyed, step behind the giant crossbow and fire it. Walk down the steps and position yourself under the line above. Jump up and move hand-over-hand to the building on the other side. As you traverse the line, undead will attack from both sides. You can use your quick and long attacks, but if you get overwhelmed, use the rope grab to toss them off the line.

XXIII At the end of your rope, drop down and you will land next to a HEALTH CHEST. You cannot open the large wooden doors, so walk around the corner and press R2 to lift the metal gate. This will put you back in the same area you first entered. Continue down the hallway to the ballista and fire it through the large doors at the end. Several Minotaurs will appear, and for fun, continue to fire the crossbow to take them all out.

XXIV Now that your way is clear, run down the long hallway to a ladder and climb up to find an ORB CHEST and HEALTH CHEST. Double jump over the ladder to a ledge with an orb chest jump back to the ladder and slide all the way down to find an exit on left.

XXII

XXIII

act II scene

The Road to Athens

BRIDGE: EXTERIOR

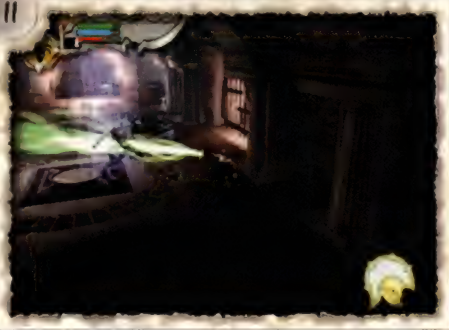
I

Walk across the bridge, and you will overlook the siege of Athens. Take the left path and continue until you hit a roadblock. Go left and pass under a gate. It will fall, and you must figure out the room's puzzle to continue.

II

This room is full of regenerating Minotaurs. This is a great area to freeze and smash the Minotaurs for extra orbs. Luckily there is a refilling MAGIC CHEST in the room as well. After you kill several of the beasts, only one will continue to regenerate. You will need to freeze this Minotaur on the pressure plate at the back end of the room. This will open the gate in front of you where there is a HEALTH CHEST.

II



STREET: EXTERIOR

III

When you exit the room you will be on the other side of the barricade. The houses on both sides are littered with chests and the streets are filled with various enemies. Smash through all the doors and enter each house. Also, looks for edges of buildings to jump up to in order to gain access to the rooftops. Check out the map for the location of all the hidden chests in this area. Two **Gorgon Eyes** and two **Phoenix Feathers** can be found amongst the rest of the hidden chests. The second eye will give you your first life bar increase.

IV

At the end of the road is a breakable barricade. Smash it to pieces and go to the edge to notice a rope. Jump onto the rope and swing to the next rope. On this second rope climb up and jump to the left to get to an **Orb Chest**. After you get the orbs jump back to the rope and swing to the other side.

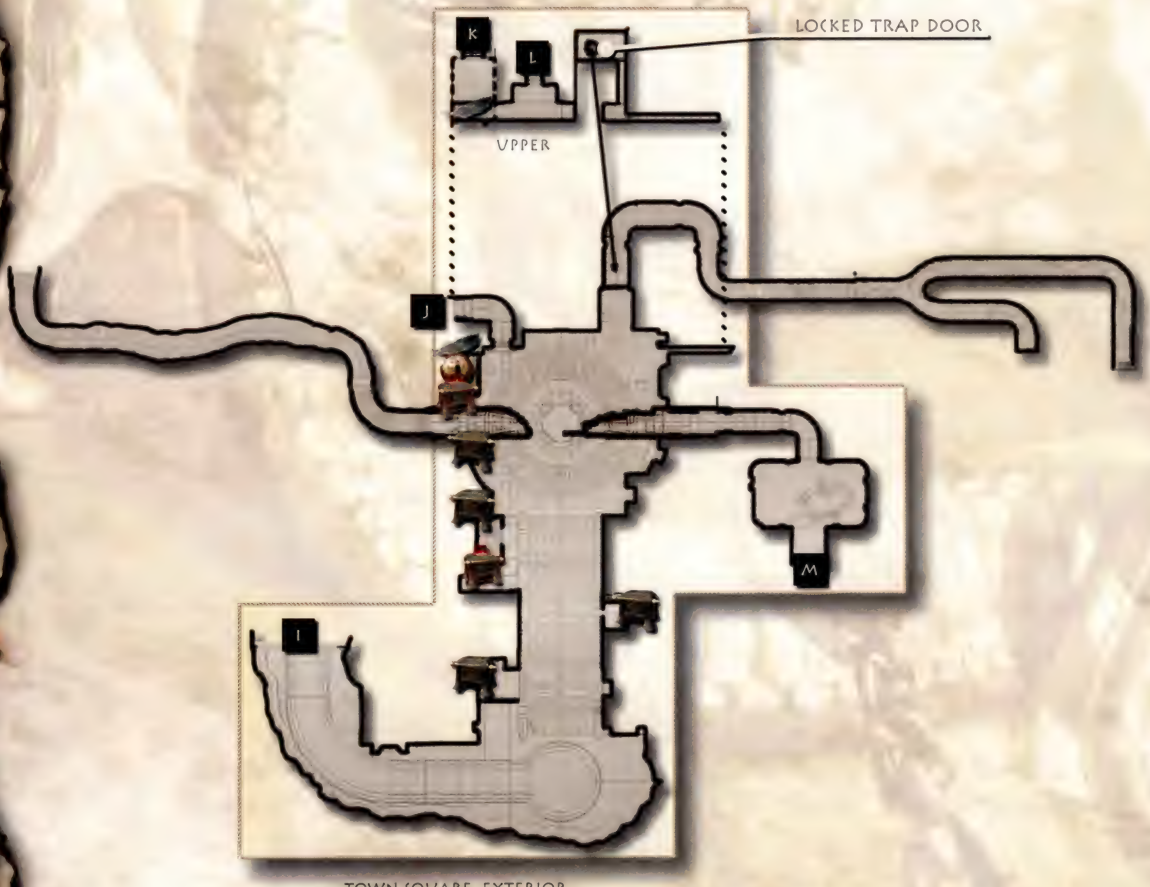
act II scene

Athens Town Square

TOWN SQUARE: EXTERIOR

I climb up the first few stairs and smash the door to your left to find an ORB CHEST. continue up the staircase and kill the fleeing people for health, if you need it. on the right and then a few more stairs up on the left, you will find two more ORB CHESTS.

II when you reach the top of the staircase you will have a couple of run-ins with a cyclops BRUTE. it is just like its ball-wielding cousins, and the plan should be to do a dodging roll followed by quick attacks. Remember that the fleeing people can restore your health if you take too much damage. After you bested the beast, there are two ORB CHESTS hidden.



TOWN SQUARE: EXTERIOR

MONSTER: CYCLOPS BRUTE

HIT POINTS:	300
MAGIC WEAKNESS:	CHARGE THUNDERBOLT
MINI-GAME:	EYE PULL
STONE RESISTANCE:	14,000
STONE HIT POINTS:	15
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	TANK
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	75 (100% CHANCE 20 HP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	100
AIR SHATTER	N/A
MINI-GAME	25

A STRONGER VERSION OF THE CYCLOPS, THIS BEAST DOESN'T HAVE THE RANGE OF ITS BALL-WIELDING COUSIN, BUT IT IS FASTER ON THE DRAW. YOU CAN ONLY GET A FEW HITS IN ON THIS BEAST BEFORE IT COUNTER ATTACKS. STICK AND MOVE!

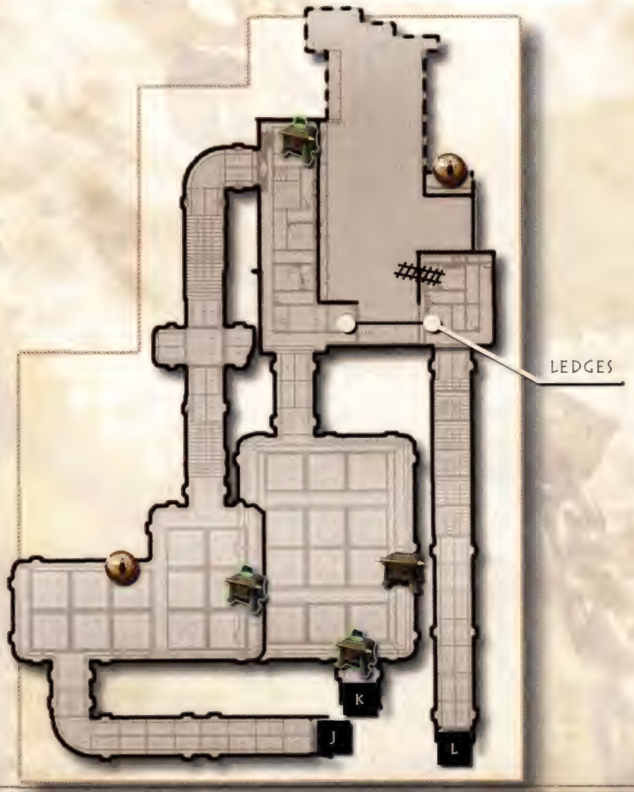
BUILDING: INTERIOR

III pass through the doorway in the front and enter a room with a reflective floor. Behind several of the cracked murals on the walls are chests and pots. On the left side you'll find a GORGON EYE. On the right is a HEALTH/MAGIC CHEST.

IV follow the woman up the staircases until you come upon a balcony with a HEALTH CHEST. Follow it to the right and ignore the wooded doors for now. Go to the edge of the ledge you are on and jump the left side of the other ledge. The goal is to grab onto the broken-looking segment on the left side of the ledge.

III

IV



V Move hand-over-hand around the balcony to the side. Double jump to a secret area and smash the door to reveal a Gorgon Eye. Drop down to the area below and climb the ladder back up to the balcony. Clear the gap this time and proceed up the stairs to the top balcony.

VI Jump to a platform on the left to find a chest with a phoenix feather. Leap down into the center of the courtyard and retrieve the Gold Key.

VII Reenter the building and the reflecting room will now have cursed Legionnaires with large golden shields. Use the plume of prometheus move to shatter their shields and eliminate them all.

MONSTER: CURSED LEGIONNAIRE

HIT POINTS:	80/160
MAGIC WEAKNESS:	ALL
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	5,500
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	SHIELD SHATTER, CS KILL

ORB DROPS	
DEATH	10
DEATH DECAP	20
CS MILK	1
CS KILL	14
SHATTER	15
AIR SHATTER	25
MINI-GAME	N/A

YOU MUST USE THE PLUME OF PROMETHEUS TO SHATTER THEIR SHIELDS. ONCE THEY ARE UNARMED, THEY CAN BE TREATED LIKE ANY OF THE OTHER UNDEAD HORDES.

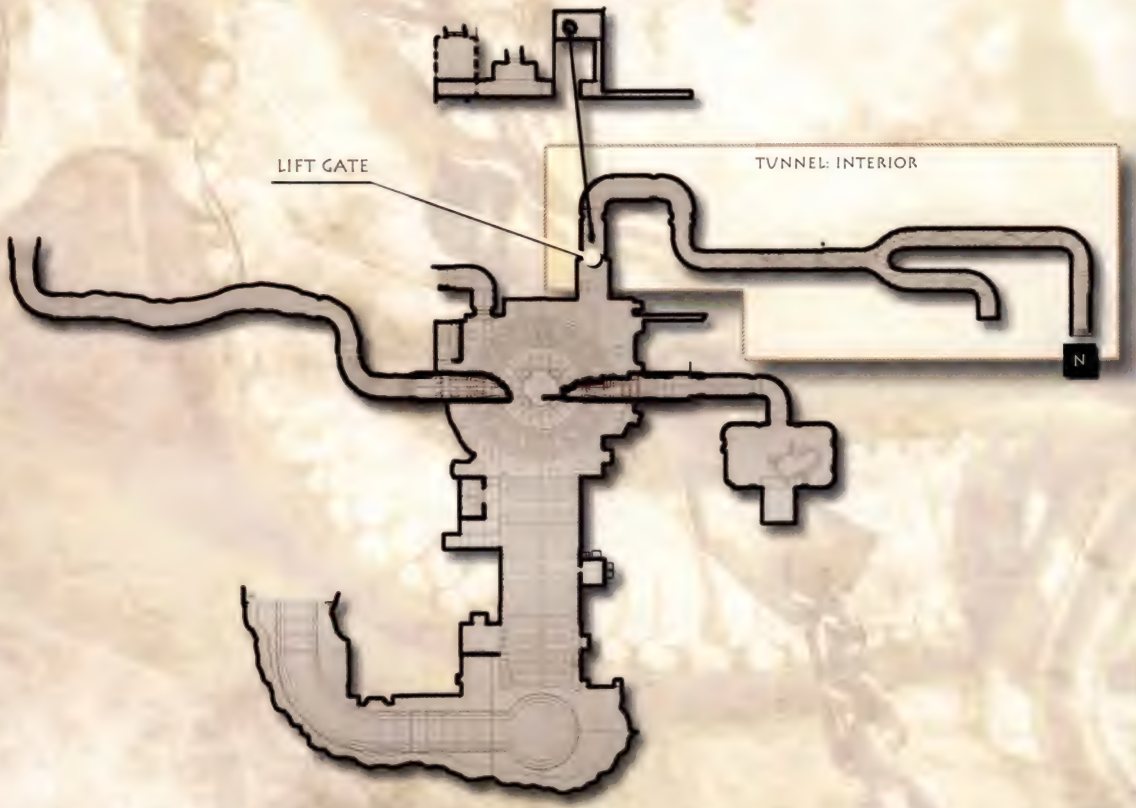
VIII several gorgons await you on the staircase, and they are a good source of magic if you need it. Battle your way back up to the balcony and break the wooden door near the familiar ledge.

IX This room contains many archers and magic Legionnaires. There is a breakable wall in back that has an **ORB CHEST** and an outside spot has a **MAGIC/HEALTH CHEST.**

X Leave the room and continue back to the upper balcony, taking out Archers as you go. Once at the top, go to the right and walk across the ledge to a trap door. Use the key and drop in the hole.

X

TUNNEL: INTERIOR



XI Be sure to open the gate behind you, and then follow the path left to another gate. Lift that as well and you will emerge on the rooftops.

act II scene

Rooftops of Athens

Burning Courtyard: Exterior

I

Crawl up the vines on the right wall. Follow the greenery to the left and then climb up as high as you can go. At this point you will need to push back and do a double jump to get to the other side.

II

Continue climbing up and leap to the other side to continue your ascension. At the end of the vines pull back and leap to a ledge with a Magic and Health chest.

MONSTER: WRAITH OF ATHENS

HIT POINTS:	40
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS DAMAGE:	STUCK UPPERCUT
CS KILL:	BEHEADING
STONE RESISTANCE:	3,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	BOUNCE, AIR CATCH REPEATED, CS KILL

ORB DROPS	
DEATH	15
DEATH DECAP	20
CS MILK	N/A
CS KILL	25
SHATTER	25
AIR SHATTER	30
MINI-GAME	N/A

THE BEST WAY TO TAKE OUT THE ELUSIVE SKELETONS IS TO BLOCK WHEN THEY POP OUT OF THE GROUND AND GRAB THEM. LAUNCH THEM UP INTO THE AIR AND PRESS X TO GRAB THEM IN THE AIR AND SLAM THEM DOWN REPEATEDLY.

III When you enter the room you will encounter a new type of undead enemy: Wraiths of Athens (Dive Skeletons). The best way to defeat these enemies is to block their attack, grab them and then launch them into the air.

IV After you've slaughtered all your foes there is a **HEALTH CHEST** near the doorway. On the opposite side of the doorway is a bunch of rubble that you can smash to reveal a chest containing a **GORGON EYE**.

V Jump up the stairway to the left and follow it up to the rooftops. This area has several Dive Skeletons and a Cyclops waiting for you. Grab the Dive Skeletons to get them out of the fight fast and be sure to roll to avoid getting pinned down by the Cyclops. Use the **HEALTH CHEST** in the back of the roof, if you are running low. After battle, go to the front of the room by the broken wall and walk out onto a ledge the leads to the right. It will take you to an **ORB CHEST** and a **PHOENIX FEATHER** that will give you your first magic bar increase.

III

IV

V

VI Defeating all the monsters up here will lower the barrier below. Go back down the staircase and exit through the large doorway. As you emerge on a new balcony, walk into the camera to find an ITEM CHEST. The red orbs you receive should put you close to being able to upgrade your blades to Level 3.

VII On the opposite end of the balcony is a HEALTH CHEST. Leap from this ledge straight across to a small platform. Next, jump to the broken column and cling to the vines. Crawl to the right, down and then back to the left to reach the ledge on the left side. You will need to move quickly on the vines before the Archers get a bead on you.

VIII Double jump to the ledge with an ORB CHEST and break down the door. Enter the connecting hallway, killing the Dive Skeletons and the Archers.

IX Eliminate the Archers outside and press R2 to lower the wooden plank. Walk across it and leap back onto the center column with the vines. Climb to the right side and leap to the other pillar. Crawl around this pillar as well and jump to the ledge on the right where an ITEM CHEST full of orbs is waiting for you.

IX

BROKEN ROAD: INTERIOR

X Follow the path and turn left to cross over a crumbling bridge. Note: There is a save point in the room straight ahead, but you need to make a detour first. On the other side is a large ballista that you will need to push/kick into the next room. The room has a HEALTH/MAGIC CHEST on the right behind a liftable door. The other doors simply hide breakable pots. Continue to push the ballista until it is on the large gear in the floor on the left side by the first metal.

XI Lift the door near the ballista and destroy the undead in that area with a zap of Poseidon's Rage to get a 100-hit combo. Pull the lever to lower the ladder and simultaneously rotate the ballista. Go back out to the room and move the ballista off the large gear. Return to the alcove and climb up the ladder to find an ITEM CHEST.

XII Climb back down, pull the lever and then put the ballista back on the larger gear. Pull the lever once more so the ballista will now face the wooden door. Drag it in front of the door and fire away! Go through the newly created exit and follow the hallway to a blue god door. Step up to this altar and receive a new ability.

CLASSICAL MYTHOLOGY: ZEUS

ZEUS, THE YOUNGEST SON OF CRONUS AND RHEA, WAS THE SUPREME RULER OF MOUNT OLYMPUS AND OF THE PANTHEON OF GODS WHO RESIDED THERE. BEING THE SUPREME RULER HE UPHELD LAW, JUSTICE AND MORALS, AND THIS MADE HIM THE SPIRITUAL LEADER OF BOTH GODS AND MEN. ZEUS WAS A CELESTIAL GOD, AND ORIGINALLY WORSHIPED AS A WEATHER GOD BY THE GREEK TRIBES. THESE PEOPLE CAME SOUTHWARD FROM THE BALKANS, CIRCA 2100 BC. HE HAS ALWAYS BEEN ASSOCIATED AS BEING A WEATHER GOD, AS HIS MAIN ATTRIBUTE IS THE THUNDERBOLT. HE CONTROLLED THUNDER, LIGHTNING AND RAIN. THEOCRITUS WROTE: "SOMETIMES ZEUS IS CLEAR, SOMETIMES HE RAINS." HE IS ALSO KNOWN TO HAVE CAUSED THUNDERSTORMS. IN HOMER'S EPIC POEM, THE ILIAD, HE SENT THUNDERSTORMS AGAINST HIS ENEMIES. THE NAME ZEUS IS RELATED TO THE GREEK WORD DIOS, MEANING "BRIGHT." HIS OTHER ATTRIBUTES WERE THE SCEPTER, THE EAGLE AND HIS AEGIS (THE GOAT-SKIN OF AMALTHEIA).

ZEUS HAD MANY OFFSPRING. HIS WIFE HERA BORE HIM ARES, HEPHAESTUS, HEBE AND EILEITHYIA, BUT ZEUS HAD NUMEROUS LIAISONS WITH BOTH GODDESSES AND MORTALS. HE EITHER RAPED THEM, OR USED DEVIOUS MEANS TO SEDUCE THE UNSUSPECTING MAIDENS. HIS UNION WITH LETO (MEANING THE HIDDEN ONE) BROUGHT FORTH THE TWINS APOLLO AND ARTEMIS. ONCE AGAIN HERA SHOWED HER JEALOUSY BY FORCING LETO TO ROAM THE EARTH IN SEARCH OF A PLACE TO GIVE BIRTH, AS HERA HAD STOPPED HER FROM GAINING SHELTER ON TERRA-FIRMA OR AT SEA. THE ONLY PLACE SHE COULD GO WAS TO THE ISLE OF DELOS IN THE MIDDLE OF THE AEGEAN, THE REASON BEING THAT DELOS WAS, AS LEGEND STATES, A FLOATING ISLAND.

ZEUS HAD MANY TEMPLES AND FESTIVALS IN HIS HONOR, THE MOST FAMOUS OF HIS SANCTUARIES BEING OLYMPIA, THE MAGNIFICENT "TEMPLE OF ZEUS," WHICH HELD THE GOLD AND IVORY STATUE OF THE ENTHRONED ZEUS, SCULPTED BY PHIDIAS AND HAILED AS ONE OF THE "SEVEN WONDERS OF THE ANCIENT WORLD." ALSO THE OLYMPIC GAMES WERE HELD IN HIS HONOR. THE NEMEAN GAMES, WHICH WERE HELD EVERY TWO YEARS, WERE TO HONOR ZEUS. THERE WERE NUMEROUS FESTIVALS THROUGHOUT GREECE: IN ATHENS THEY CELEBRATED THE MARRIAGE OF ZEUS AND HERA WITH THE THEOGAMIA (OR GAMELIA). THE CELEBRATIONS WERE MANY: IN ALL, ZEUS HAD MORE THAN 150 EPITHETS, EACH ONE BEING CELEBRATED IN HIS HONOR.

POWER OF THE GODS: ZEUS' RAGE

THIS MAIN FOCUS OF THIS MAGIC IS TO TAKE OUT ENEMIES FROM A SAFE DISTANCE. WITH IT YOU CAN FINALLY TURN THE TABLES ON THE PESKY ARCHERS THAT LOB ARROWS AT YOU. HOWEVER, THIS IS MORE THAN JUST A WEAK PROJECTILE ATTACK. AT LEVEL TWO AND BEYOND THIS ABILITY CAN BE CHARGED, AND IT PROVIDES SOME PRETTY DEVASTATING BOLTS. ITS SPEED COUPLED WITH THE VERY LOW CASTING COST MAKE IT AN EFFECTIVE WAY TO DEAL WITH TROUBLESOME MONSTERS. ALSO, YOU CAN USE THIS ABILITY TO KNOCK ENEMIES OFF OF LEDGES. WITH THE LOWEST CASTING COST OF ALL THE POWER OF THE GODS AND ITS INCREDIBLE RANGE, THIS IS A GOOD POWER TO RELY ON WHEN YOU DON'T HAVE THE HEALTH OR MAGIC TO SPARE.

XIII once you acquire this new godly power, see if you have enough orbs to upgrade it. the cost is very low, and this ability is great for tagging enemies at a distance. use the magic chest on the left and then continue through he doorway back out to the area with the crumbling bridge. as you cross the bridge this time, you will notice the archers on the top. use your new magic ability to make short work of them.

XIV After you destroy all the archers, a barrier will drop, so do not cross the bridge yet. Head back the way you left, and go right to the now accessible room opposite the side where you dragged the ballista. In this room you will find a breakable wall that hides a GORGON EYE, a PHOENIX FEATHER and a MAGIC CHEST.

XV finally, go back across the bridge to the room with the save point that you passed up a while ago. walk through the crack in the wall and climb the ladder to the rooftops.

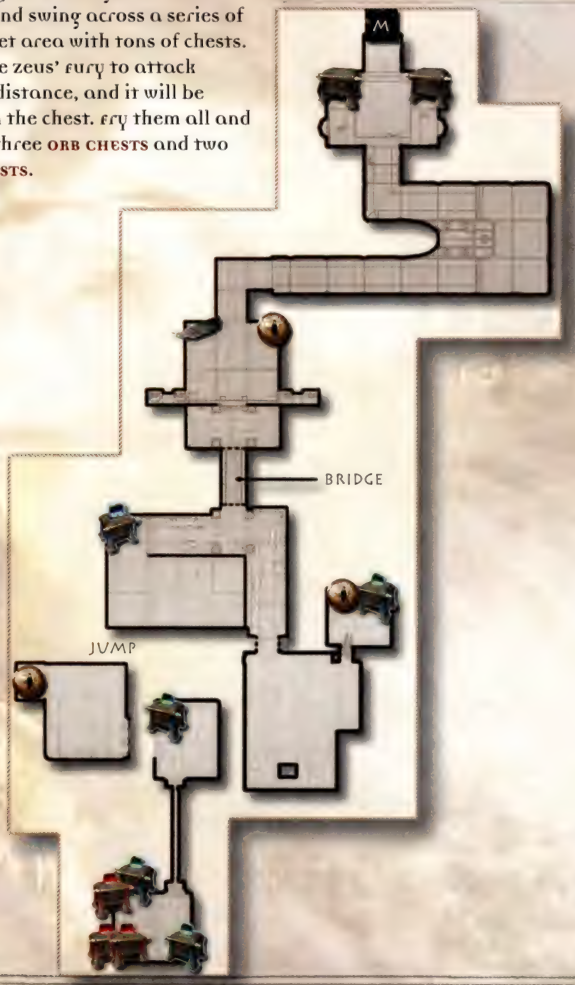
XIII

XIV

ROOFTOPS: EXTERIOR

XVI A bunch of Harpies and a few Minotaurs are ready to play on the roof. Ignore them for now and go to the right to climb a ladder that reveals a secret area with a **Gorgon Eye** and a **Health/Magic Chest**. Jump back down and eliminate the enemies. Use Medusa's gaze to freeze and shatter the Harpies in the air for a great orb bonus.

XVII Jump to the next rooftop to the left and walk to the lower-left edge. You will notice a convenient rope just waiting to be used. Jump to the rope and swing across a series of them to find a secret area with tons of chests. You will need to use Zeus' Fury to attack the archers in the distance, and it will be impossible to open the chest. Fry them all and your prize will be three **Orb Chests** and two **Magic/Health Chests**.



XVIII Backtrack to the rooftop beyond the ropes, and go the edge near the **MAGIC/HEALTH CHEST**. Jump to the left and take out the Minotaur. Walk to the upper-left edge, and you should notice scaffolding below. Jump down to find a chest with a **GORGON EYE**. This should give you a life bar increase!

XIX Jump on the chest and leap up to the side of the building. Pull yourself up and go to the right edge to break a barricade. Leap across the gap to grab onto some vines and crawl up to the new rooftop. A magic chest is in the upper-left corner near a staircase. Go up the stairs and throw a lighting bolt at the four unwilling man on the other side. Cross the bridge and open two chests to reveal a **PHOENIX FEATHER** and a **GORGON EYE**.

XX Enter the hallway and kill several Dive skeletons. You will eventually come to a room with two **ITEM CHESTS**. Step into the alcove and walk onto the pressure plate to lower the elevator.

XIV

XIX

TOWN SQUARE: EXTERIOR / STAIRCASE: EXTERIOR

XXI

walk out on the narrow ledge and jump to grab on to a section where it widens. You will be able to grab the right side and move hand-over-hand to the right. When you are all the way on the right side, you can jump to a secret area that holds an **ORB CHEST**, **GORGON EYE**, and **PHOENIX FEATHER**. Note: If you fall, there is a ladder that leads right back up to the ledge.

XXII

follow the staircase up and walk along the side of the cliff while killing the undead. There is a breakable wall on the way that holds an **orb chest**. Continue up another staircase to reach the Temple of the Oracle.

TOWN SQUARE: EXTERIOR

act II scene

Temple of the Oracle

Oracle's Temple: Exterior

I Use the **Health** and **Magic Chests** before you approach the temple. Kill a slew of Harpies and several Gorgons to lower the barriers.

II Go to the far left of the temple to jump up to a ledge with an **Orb Chest**. On the left side near the entrance is a chest with a **Phoenix Feather**. The right side holds a **Gorgon Eye** and the far-right side hides another **Orb Chest**. When you are done collecting goodies enter the temple.

ORACLE'S TEMPLE: INTERIOR (COMBAT)

III walk up a series of staircases and enter a room with serious Harpy problem. The evil beasts are coming in from holes on both sides of the wall. You must pull the statues way in the back of the room to cover the holes to stop the infinite flow of enemies. Pull each of the statues out and then kick them down to the main level. Then, simply push them so their shields are completely covering the holes in the wall. When you are done, kill all remaining Harpies and use any of the three HEALTH/MAGIC CHESTS. Near the entrance of the room are ledges on each side that hide an ORB CHEST and a GORGON EYE.

IV open the metal gate on the left and run up the staircase. This will lead you to a room with numerous balance beams. Several of the beams will drop out when you approach them so take it slow and stick to the outside. Go toward the left and you will be able to jump to a ledge that hides a Gorgon Eye. When you get to the other side, you can save your game and use the Health chest if you need it.

III

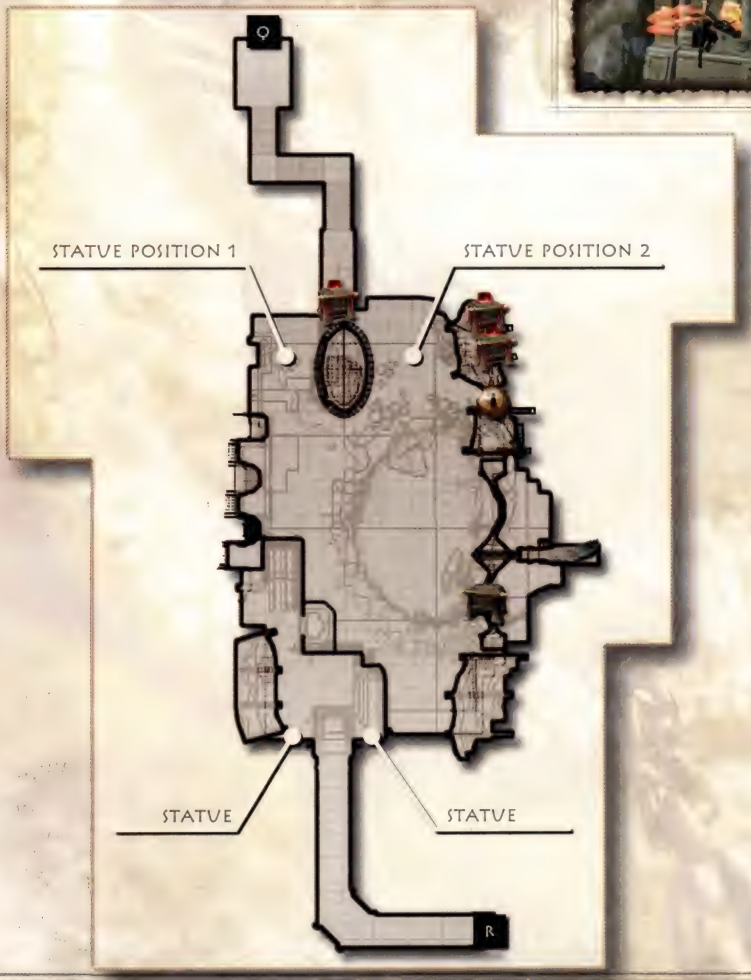
III

IV

ORACLE'S TEMPLE: INTERIOR (PUZZLE)

V follow the long hallway and series of staircases to reach an outdoor area. pull the very tall statues from each side of the entrance toward the edge of the platform. push the first one over the edge and then line the second one up so it lands directly on top of the first.

VI Jump down and pull the two high column of statues to the right. Around the perimeter of this lower level are several breakable walls that hide an ITEM CHEST and a GORGON EYE, which will give you a life bar increase.



VII continue pushing the statues to the right of the raised platform. Jump up to the ledge above the doorway and open the **ORB CHEST**. From here, leap to the platform and try to leap to the statues to the right. The positioning of the statues is very tricky, but you should be able to grab the edge of the statues and then jump to a small alcove that contains two **ORB CHESTS**.

VIII Move the stautes to the left side of the platform and jump across to ledge with a ton of climbable vines.

IX When you climb the vines to the left you will stop at a water wheel hazard. From this point a timer will appear and you must reach the oracle before the time runs out. Wait for each of the water wheels to stop spinning and jump across to the left.

X Continue to the left climbing the vines until you reach a small ledge. Run to the other side and jump up to the vines. Leap across the gap to the left and climb up the wall of greenery until you notice a rope on your left. Double jump to this rope and swing across to the other side.

XI This side of the mountain has a series of narrow ledges that you must traverse. The end of the path will lead you to a rope where you can swing to the large plate being held by the statue of Athena. If you move quickly you should have plenty of time to save the oracle.

CLIFF: EXTERIOR

XII

It is a long journey, but travel all the way up the stairs of Suicide Bluff and at the very top around the right side of the portal, you will find a chest with a PHOENIX FEATHER. This is a long diversion but it will increase your magic bar so it's worth the trip. Backtrack down the mountains and walk across the sword bridge. Descend the spiral staircase and look for the chest on the bottom with a phoenix feather.

act II scene

Athens Sewers

SEWER: INTERIOR, A

I

Jump over the ledge and pass by health/magic chest on each side. Continue to the left and destroy the undead Legionnaires and archers. On the ledge to the left where the archers are, you'll find a health/magic chest and an item chest full of orbs.

II

Climb up another ledge and continue your slaughter in the sewers by dispatching a few Minotaurs. If they are giving you trouble use Medusa's gaze to "stone" them. The good news is that there is **health/magic chest** is nearby.

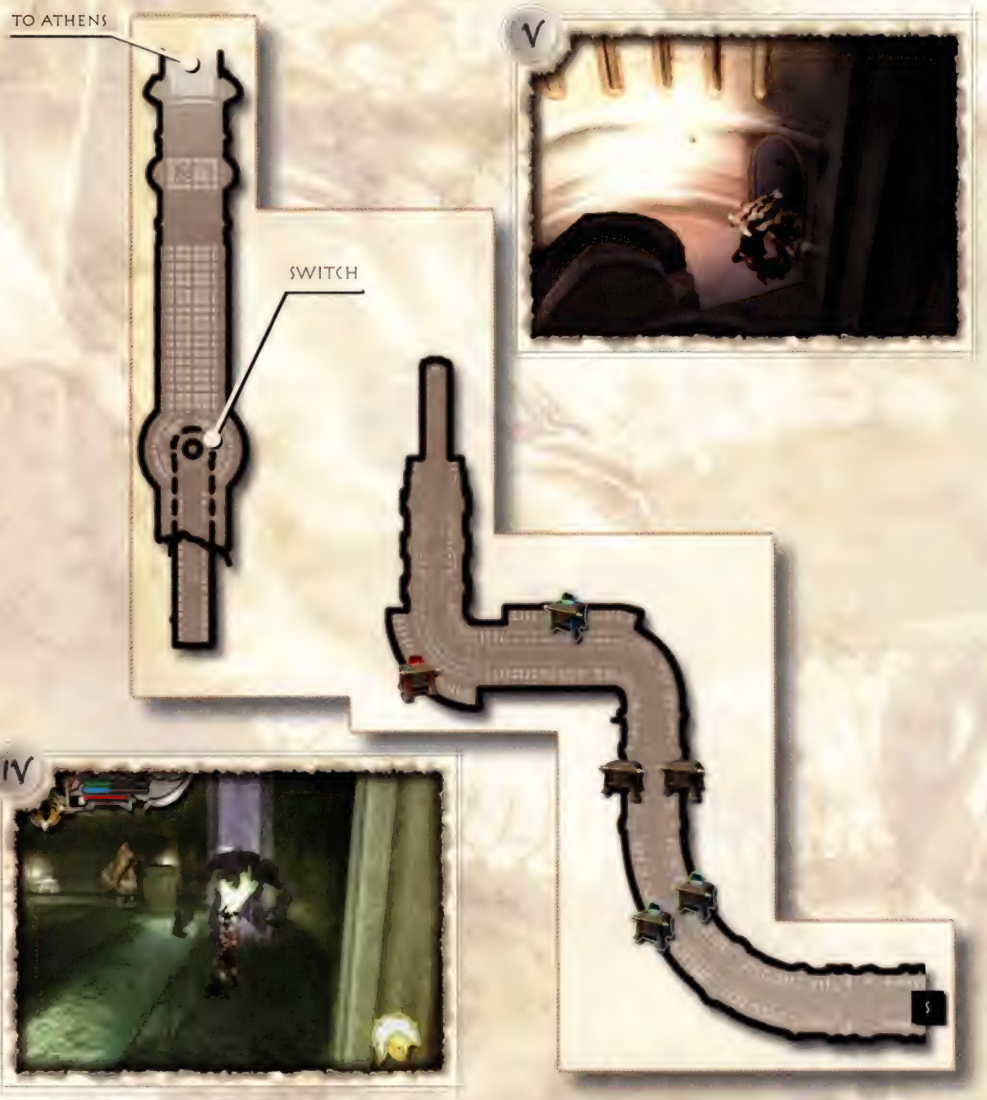
III

Jump down to the next section and walk under the area you just came from to find a hidden **orb chest**. Continue down the path past two more **health/magic chests**, and you will end up at a ledge with two **item chests**.

SEWER: INTERIOR, B

IV when you jump up to the next part of the sewer two cyclops brutes will be waiting. Run back down the tunnel to fight them or stone them where they stand. After they are defeated several minotaurs and undead will emerge. Use the **HEALTH/MAGIC CHEST** by the ladder and zap them with your lightning.

V Farther up the tunnel are some more archers on a ledge with an **ORB CHEST**. Kill them and make your way to the end of the sewers. A ladder will lead you to a spiral staircase. Ascend the stairs and pull the lever at the top. You will now be back to the bridge where you first met the oracle.



BRIDGE: EXTERIOR

VI

Run up the path and take the turn to the right this time. The giant oracle door will be open. On the right sides near the statue are hidden ITEM CHESTS that contain orbs. Collect these trinkets and leave through the open doorway to the Desert of Lost Souls.

ACT IIII

THE DESERT OF LOST SOULS

act III scene

The Desert of Lost Souls

DESERT: EXTERIOR

I

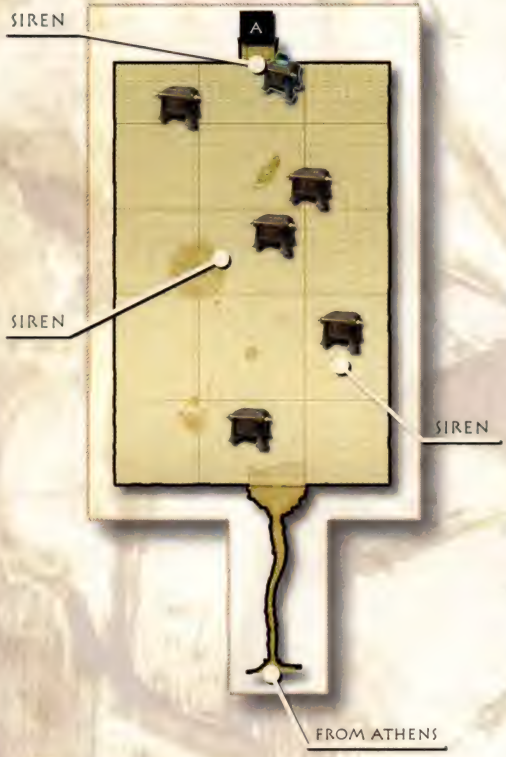
A sandstorm causes extremely limited visibility. You must listen carefully and follow the increasing volume of the songs of the sirens to track them down. The sirens roam in a general area, but the map shows the approximate location of all three.

II

The sirens will not engage you instantly. In fact, if you attack and back off, they will go back to roaming the desert. You can exploit this fact by using Zeus's Fury to zap them from a safe distance. After a few bolts, the circle prompt will appear, and you can run up close to grab and finish them off. If you want a good challenge, fight them toe-to-toe.

III

There are several ITEM CHESTS containing orbs that are hidden around various landmarks in the swirling sand. Check the map to find their locations. A HEALTH/MAGIC CHEST is straight back at the end of the area near the exit to the level and your first siren.



III

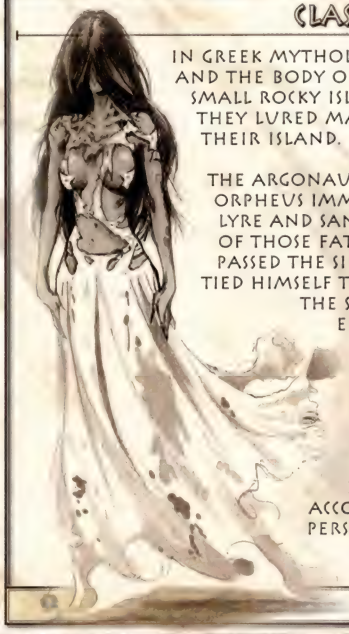
MINI-BOSS: DESERT SIREN

HIT POINTS:	10,000
MAGIC WEAKNESS:	CHARGE THUNDERBOLT
CS KILL:	SOUL RELEASE
STONE RESISTANCE:	6,000
STONE HIT POINTS:	10,000
STONE ESCAPE TIME:	1 SECOND
DEFENSE TACTIC:	EVADE
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	150
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

THE SIREN SISTERS INITIALLY ROAM THE DESERT ALONE. THE QUICKEST WAY TO TAKE THEM OUT IN YOUR FIRST ENCOUNTER IS TO USE ZEUS' FURY TO SAFELY ZAP THEM FROM A DISTANCE. AFTER SEVERAL SHOTS, THE CIRCLE PROMPT WILL APPEAR. GET IN CLOSE AND GRAB THEM TO FINISH IT. LATER ON ALL THREE WILL ATTACK AND THEY ARE MUCH STRONGER. USE POSEIDON'S RAGE WHEN YOU CAN GET THEM TOGETHER AND THEN CONTINUE TO SINGLE ONE OUT GRABBING THEM WITH THE CIRCLE PROMPT APPEARS.

CLASSICAL MYTHOLOGY: SIRENS



IN GREEK MYTHOLOGY, THE SIRENS ARE CREATURES WITH THE HEAD OF A FEMALE AND THE BODY OF A BIRD. THEY LIVED ON AN ISLAND (SIRENUM SCOPULI; THREE SMALL ROCKY ISLANDS), AND WITH THE IRRESISTIBLE CHARM OF THEIR SONG, THEY LURED MARINERS TO THEIR DESTRUCTION ON THE ROCKS SURROUNDING THEIR ISLAND.

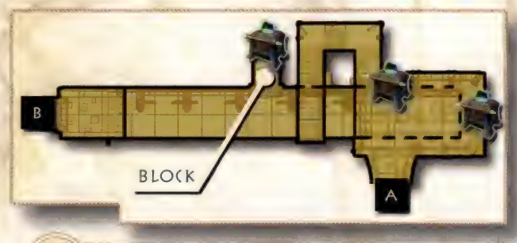
THE ARGONAUTS ESCAPED THEM, BECAUSE WHEN HE HEARD THEIR SONG, ORPHEUS IMMEDIATELY REALIZED THE PERIL THEY WERE IN. HE TOOK OUT HIS LYRE AND SANG A SONG SO CLEAR AND RINGING THAT IT DROWNED THE SOUND OF THOSE FATAL VOICES. WHEN ON ANOTHER JOURNEY THE ODYSSEUS' SHIP PASSED THE SIRENS, HE HAD THE SAILORS STUFF THEIR EARS WITH WAX. HE THEN TIED HIMSELF TO THE MAST FOR HE WANTED TO HEAR THEIR BEAUTIFUL VOICES. THE SIRENS SANG WHEN THEY APPROACHED – THEIR WORDS EVEN MORE ENTICING THAN THE MELODY. THEY WOULD GIVE KNOWLEDGE TO EVERY MAN WHO CAME TO THEM, THEY SAID, RIPE WISDOM AND A QUICKENING OF THE SPIRIT. ODYSSEY'S HEART RAN WITH LONGING, BUT THE ROPES HELD AND THE SHIP SAILED TO SAFER WATERS (ODYSSEY XII, 39).

HOMER MENTIONS ONLY TWO SIRENS, BUT LATER AUTHORS MENTION THREE OR FOUR. THEY WERE REGARDED AS THE DAUGHTERS OF PHORCYS, OR THE STORM GOD ACHELOUS. ACCORDING TO OVID, THEY WERE NYMPHS AND THE PLAYMATES OF PERSEPHONE. THEY WERE PRESENT WHEN SHE WAS ABDUCTED, AND BECAUSE THEY DID NOT INTERFERE, DEMETER CHANGED THEM INTO BIRDS WITH FEMALE FACES.

RUNES: INTERIOR

IV When all three sirens are destroyed, enter the open doorway and save your game. There are two Health/Magic chests if you need them.

V Follow the small hallway, and you'll jump down to a conveyer belt. There are two ways you can complete this part. The hard way is to run up the conveyor belt and lift the gate to expose a block. At this point you have the fun of trying to push the block against the motion of the conveyor belt while fighting enemies. However, the easy way to do this is to go to the end of the conveyor and attack the large, spiked roller. It takes a lot of hits, but you can break it and completely free yourself of the moving belt hassle.



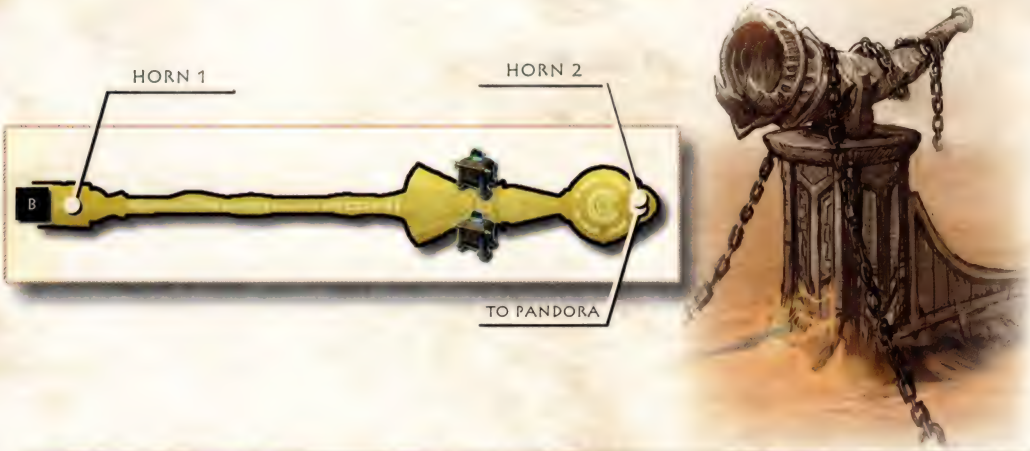
VI Without the motion of the belt to contend with, you can simply focus on killing all the undead enemies. Once your foes are eliminated, push the block to the wall to the left. Leap onto the block and up to the ledge. Lift the gate in front of you and be sure to check out the murals in the next room.

DESERT: EXTERIOR

VII After gazing at the pictures on each side of the wall, step up to the large horn and press R2 to active it. This will clear a path through the sand. Follow the stairs upward only to pause for the HEALTH/MAGIC CHESTS on the way. Be sure to use them if you need to, because you have a tough fight ahead of you.

VIII At the top of the staircase the siren sisters await. You must fight all three at once, and they are a lot tougher this time. After taking enough damage, the circle prompt will appear above their heads. At this prompt, you should run in close and grab them, but don't expect them to die after this first throw. They're a lot tougher this time. Get all three together and use a level 2 or 3 Poseidon's Rage to deal a lot of damage to each of them. Also, keeping them close together has the side benefit of them hitting each other instead of you. When you run out of magic, focus on one siren at a time by using juggle combos to make the circle prompt appear.

IX When all three are gone, you will blow the next horn and summon Kronos. This will start your long and perilous journey through Pandora's Temple.



CLASSICAL MYTHOLOGY: CRONUS

CRONUS WAS THE SON OF URANUS AND GAIA AND THE YOUNGEST OF THE 12 TITANS. HIS WIFE WAS ALSO ONE OF THE TITANS (HE MARRIED HIS SISTER RHEA). THEIR OFFSPRING WERE DEMETER, HESTIA, HERA, HADES, POSEIDON AND ZEUS. IT IS WRITTEN THAT URANUS WAS FEARFUL OF HIS CHILDREN'S GREAT STRENGTH AND POWER.

GAIA FOUND HER OFFSPRING UNCOMFORTABLE AND PAINFUL, AND WHEN SHE FOUND THE DISCOMFORT TOO MUCH TO BEAR, SHE HATCHED A PLAN, WHICH WAS TO END THE PASSIONS OF URANUS, SO NO MORE OFFSPRING COULD BE PRODUCED. TO ACHIEVE THIS SHE REQUIRED THE HELP FROM ONE OF HER CHILDREN. SHE ASKED THEM ALL, BUT ONLY HER YOUNGEST CHILD CRONUS WOULD HEED HER CALL. TO HELP CRONUS SHE GAVE HIM AN ADAMANTINE SICKLE TO SERVE AS HIS WEAPON.

CRONUS LAY IN WAIT HIDDEN FROM VIEW, AND WHEN URANUS CAME TO LAY WITH GAIA, CRONUS STRUCK. WITH ONE MIGHTY BLOW FROM THE SICKLE CRONUS SEVERED THE GENITALS FROM URANUS' BODY. FROM THE BLOOD WHICH FELL TO THE EARTH WERE BORN THE ERINYES (FURIES), THE GIANTS AND ALSO THE MELIAE (NYMPHS OF THE MANNA ASH TREES). IN OTHER VERSIONS APHRODITE WAS BORN FROM THE FOAM CREATED FROM THE SEX ORGANS OF URANUS, AFTER THEY HAD BEEN THROWN INTO THE SEA BY CRONUS.

ONCE CRONUS HAD CASTRATED URANUS, HE AND HIS WIFE RHEA TOOK THE THRONE. UNDER THEIR POWER A TIME OF HARMONY AND PROSPERITY BEGAN, WHICH BECAME KNOWN AS THE "GOLDEN AGE;" A TIME WHEN IT WAS SAID THAT PEOPLE LIVED WITHOUT GREED OR VIOLENCE, AND WITHOUT TOIL OR THE NEED FOR LAWS. BUT NOT ALL WAS WELL FOR CRONUS, AS IT WAS FATED THAT HE WOULD BE OVERTHROWN BY ONE OF HIS OWN CHILDREN. TO PREVENT THIS FROM HAPPENING HE BEGAN TO SWALLOW HIS NEWBORN, TAKING THEM AT BIRTH THEN SWALLOWING THEM WHOLE, RETAINING THEM INSIDE HIS OWN BODY WHERE THEY COULD DO HIM NO HARM.

RHEA DID NOT LIKE THE THOUGHTS OF LOSING ALL HER CHILDREN, AND WITH THE HELP OF GAIA, SHE SAVED ZEUS FROM THIS FATE. RHEA WRAPPED A STONE IN ZEUS' SWADDLING CLOTHES WHICH CRONUS TOOK AND IMMEDIATELY SWALLOWED THINKING IT WAS THE CHILD. GAIA AND RHEA'S PLAN WORKED WELL, AND THE BABY ZEUS WAS TAKEN TO CRETE. THERE IN A CAVE ON MOUNT DICTE, THE DIVINE GOAT AMALTHEIA SUCKLED AND RAISED THE INFANT ZEUS. WHEN ZEUS HAD GROWN INTO A YOUNG MAN HE RETURNED TO HIS FATHER'S DOMAIN, AND WITH THE HELP OF GAIA, COMPELLED CRONUS TO REGURGITATE THE FIVE CHILDREN HE HAD PREVIOUSLY SWALLOWED. (IN SOME VERSIONS ZEUS RECEIVED HELP FROM METIS WHO GAVE CRONUS AN EMETIC POTION, WHICH MADE HIM VOMIT UP ZEUS' BROTHERS AND SISTERS.) ZEUS LED THE REVOLT AGAINST HIS FATHER AND THE DYNASTY OF THE TITANS, DEFEATED AND THEN BANISHED THEM.

ACT IV

PANDORA'S TEMPLE

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act IV scene

Pandora's Temple

Pandora's Temple: Exterior

I

After climbing the Titan for three days, Kratos arrives at the entrance of Pandora's Temple. After passing the two pillars marking the end of the bridge, you notice a figure burning something in the distance. Refill your magic or health using the **Health/Magic Chests** on the right or left if needed and then walk down the path to the left side.

II

The path is straightforward, and when Kratos reaches the end, grab the handle that is a part of the wall and pull it out to reveal a rock staircase. Once you have pulled it out to the maximum distance, release it and jump up the makeshift staircase on the rock wall grabbing onto the edges and hoisting yourself to the top.

III

After being warned by undead Legionnaire, open the **Health/Magic Chest** and jump down to the lower level where three Cyclops Dessect Kings will attack you. If the Rage of the Gods is ready for activation, now would be a good time to use it. After the three are defeated, climb the stairs to enter the temple itself.

I

II

II

III

MONSTER: CYCLOPS DESERT KING

HIT POINTS:	350
MAGIC WEAKNESS:	CHARGE THUNDERBOLT
MINI-GAME:	CHEST IMPALE SLIDE
STONE RESISTANCE:	25,000
STONE HIT POINTS:	25
STONE ESCAPE TIME:	3 SECONDS
DEFENSE TACTIC:	TANK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	100 (100% CHANCE 30 HP AND 10 MP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	125
AIR SHATTER	N/A
MINI-GAME	210 (100% CHANCE 30 HP)

THE TOUGHEST VERSION OF ITS TYPE. LUCKILY THESE BIG MONSTERS DON'T PURSUE YOU VERY MUCH. IF YOU ARE FAR AWAY SET UP A PLUME OF PROMETHEUS TO HIT ON THE LAST MOVE. OTHERWISE, DODGE TO THE SIDE AND USE QUICK ATTACKS TO CHIP AWAY.

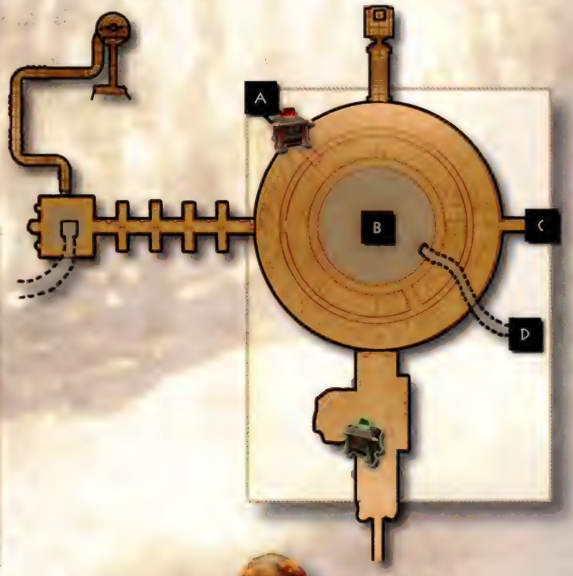
IV

At the top of the stairs before turning the crank to open the door leading into the temple itself, grab the **GORGON'S EYE** out of the **ITEM CHEST** to the left and the **PHOENIX FEATHER** out of the **ITEM CHEST** to the right. Once these items are acquired, grab the handle, turn the crank, and then enter the temple. If you are still short on energy, there is a **MAGIC/HEALTH CHEST** to the right of the door.

1

THE RINGS OF PANDORA: FIRST VISIT

The temple doors will shut themselves behind Kratos, and he will be forced to fight Desert Wraiths and some Archers. After all the enemies are defeated, open the big round door at the end to enter the Rings of Pandora. If you are low on health, there is a **HEALTH CHEST** in this room as well.



MONSTER: DESERT WRAITH

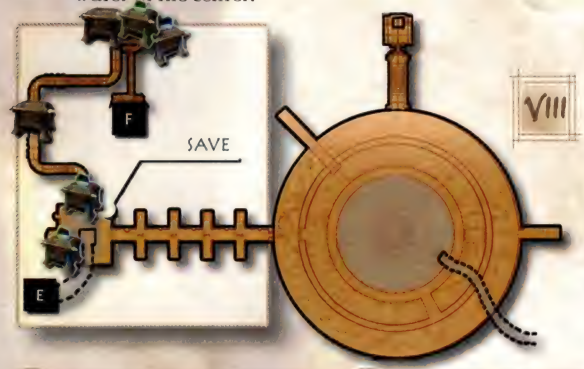
HIT POINTS:	120
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS DAMAGE:	STUCK UPPERCUT
CS KILL:	BEHEADING
STONE RESISTANCE:	4,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	BOUNCE, AIR CATCH REPEATED, CS KILL

ORB DROPS	
DEATH	30 (100% CHANCE 10-20 HP AND 3-6 MP)
DEATH DECAP	40
CS MILK	N/A
CS KILL	45
SHATTER	40
AIR SHATTER	50
MINI-GAME	N/A

USE THE SAME TECHNIQUE OF GRABBING THEM AND SLAMMING THEM TO THE GROUND AS THEIR WEAKER BROTHERS. HOWEVER, YOU HAVE TO BE A LOT QUICKER WITH THESE FOES, BECAUSE THEY ARE FASTER AND MORE POWERFUL, ESPECIALLY IN GROUPS.

CHAMBER OF THE CRYSTAL EYE: FIRST VISIT

VI The next section will be long and perilous. Venture around the rings until you see an open doorway on the outer wall leading to a path full of closing spiked walls. To get by the spiked walls wait until after they open and roll through using the roll maneuver. When you reach the end you will find yourself in an open chamber with a pool of water in the center.



VII Open the **ITEM CHEST** on the right and then pull the lever in the middle of the crystal eye to gain access to another handle in the outer rings. Don't worry about the two new handles that appear as you leave the area in the crystal eye — those will be used much later. The spiked walls in the hallway have stopped moving, making it easy for you to get back to the rings. There is also a **MAGIC/HEALTH CHEST** here if you need it.

VIII The first feature that comes to your attention when you reenter the outer rings is that a new handle has appeared. Grab the lever and then rotate it in a circle to rotate the room. The open doorway will reveal other paths along the outer wall. The first path leads to a door with pictures of the Muses. Examine the door, and you will notice that two of the Muses are missing.

CLASSICAL MYTHOLOGY: MUSES

THE GREEK GODDESSES WHO PRESIDED OVER THE ARTS AND SCIENCES. THEY WERE BELIEVED TO INSPIRE ALL ARTISTS, ESPECIALLY POETS, PHILOSOPHERS AND MUSICIANS. THE MUSES WERE THE DAUGHTERS OF ZEUS AND MNEMOSYNE, THE GODDESS OF MEMORY. THE NUMBER OF MUSES VARIES OVER TIME; INITIALLY THERE WAS BUT ONE, AND LATER THERE IS MENTION OF THREE: MELETE, MNEME AND AOEDE. THEY WERE NYMPHS IN PIERIA, WESTERN THRACE, AND THEIR CULT WAS BROUGHT TO HELICON IN BOEOTIA BY THE ALOADAE. USUALLY THERE IS MENTION OF NINE MUSES: CALLIOPE, CLIO, ERATO, EUTERPE, MELPOMENE, POLYHYMNIA, TERPSICHORE, THALIA AND URANIA.

THE MUSES WERE VENERATED THROUGHOUT GREECE, BUT MORE SO IN THOSE AREAS WITH MANY WELLS AND SPRINGS. THE AREA OF BOEOTIA, NEAR HELICON, REMAINED THE FAVORITE PLACE OF THE MUSES, AND THERE THEY WERE MORE VENERATED THAN ELSEWHERE. IT IS ALSO THE PLACE OF TWO WELLS THAT WERE SACRED TO THEM: AGANIPPE AND HIPPOCRENE. ALSO DELPHI AND THE PARNASSUS WERE THEIR FAVORITE PLACES, AND IT WAS HERE THAT APOLLO BECAME THEIR LEADER (MUSAGETES).

THE MUSES SAT NEAR THE THRONE OF ZEUS, KING OF THE GODS, AND SANG OF HIS GREATNESS AND OF THE ORIGIN OF THE WORLD AND ITS INHABITANTS AND THE GLORIOUS DEEDS OF THE GREAT HEROES. FROM THEIR NAME WORDS SUCH AS MUSIC, MUSEUM AND MOSAIC ARE DERIVED.

IX After leaving the area with the Muse door, return to the rings and continue to rotate the room until you reach the path with the bright object in the background. Touch the symbol and you will receive the **BLADE OF ARTEMIS**. After receiving the blade, continue forward and the challenge of Atlas will begin.

NEW WEAPON: BLADE OF ARTEMIS

THE BLADE OF ARTEMIS IS A POWERFUL SWORD THAT IS CAPABLE OF SLICING YOUR ENEMIES UP WITH EASE. THIS BLADE CAN BE EQUIPPED AT ANY TIME BY PRESSING L1 R1 SIMULTANEOUSLY. THE DRAWBACK TO USING THIS WEAPON IS THAT YOU LOSE THE RANGE OF THE BLADES OF CHAOS AND THE ABILITY TO THROW. YOU MAY NOT HAVE A USE FOR THIS WEAPON NOW, BUT IT WILL COME IN HANDY LATER ON.

CLASSICAL MYTHOLOGY: ARTEMIS

THE DAUGHTER OF LETO AND ZEUS, AND TWIN SISTER OF APOLLO, ARTEMIS IS THE GODDESS OF THE WILDERNESS, THE HUNT AND WILD ANIMALS, AND FERTILITY. (SHE BECAME A GODDESS OF FERTILITY AND CHILDBIRTH MAINLY IN CITIES.) SHE WAS OFTEN DEPICTED WITH THE CRESCENT OF THE MOON ABOVE HER FOREHEAD AND WAS SOMETIMES IDENTIFIED WITH SELENE (GODDESS OF THE MOON). ARTEMIS WAS ONE OF THE OLYMPIANS AND A VIRGIN GODDESS. HER MAIN VOCATION WAS TO ROAM MOUNTAIN FORESTS AND UNCULTIVATED LAND WITH HER NYMPHS IN ATTENDANCE, HUNTING FOR LIONS, PANTHERS, HINDS AND STAGS. SHE HELPED IN PROTECTING AND SEEING TO THEIR WELL-BEING, AS WELL AS THEIR SAFETY AND REPRODUCTION. SHE WAS ARMED WITH A BOW AND ARROWS, WHICH WERE MADE BY HEPHAESTUS AND THE CYCLOPES.

BEING A GODDESS OF CONTRADICTIONS, SHE WAS THE PROTECTRESS OF WOMEN IN LABOR, BUT IT WAS SAID THAT THE ARROWS OF ARTEMIS BROUGHT THEM SUDDEN DEATH WHILE GIVING BIRTH. AS WAS HER BROTHER, APOLLO, ARTEMIS WAS A DIVINITY OF HEALING, BUT ALSO BROUGHT AND SPREAD DISEASES SUCH AS LEPROSY, RABIES AND EVEN GOUT.

BEING ASSOCIATED WITH CHASTITY, ARTEMIS AT AN EARLY AGE (IN ONE LEGEND SHE WAS THREE-YEARS OLD) ASKED HER FATHER, THE GREAT GOD ZEUS, TO GRANT HER ETERNAL VIRGINITY. ALSO, ALL HER COMPANIONS WERE VIRGINS. ARTEMIS WAS VERY PROTECTIVE OF HER PURITY, AND GAVE GRAVE PUNISHMENT TO ANY MAN WHO ATTEMPTED TO DISHONOR HER IN ANY FORM.

ARTEMIS WAS VERY POSSESSIVE. SHE WOULD SHOW HER WRATH ON ANYONE WHO DISOBEYED HER WISHES, ESPECIALLY AGAINST HER SACRED ANIMALS. EVEN THE GREAT HERO AGAMEMNON CAME UPON THE WRATH OF ARTEMIS, WHEN HE KILLED A STAG IN HER SACRED GROVE. HIS PUNISHMENT CAME WHEN HIS SHIPS WERE BECALMED, WHILE HE MADE HIS WAY TO BESIEGE TROY. WITH NO WINDS TO SAIL HIS SHIPS HE WAS TOLD BY THE SEER CALCHAS THAT THE ONLY WAY ARTEMIS WOULD BRING BACK THE WINDS WAS FOR HIM TO SACRIFICE HIS DAUGHTER IPHIGENIA. SOME VERSIONS SAY HE DID SACRIFICE IPHIGENIA, OTHERS THAT ARTEMIS EXCHANGED A DEER IN HER PLACE, AND TOOK IPHIGENIA TO THE LAND OF THE TAURI (THE CRIMEA) AS A PRIESTESS, TO PREPARE STRANGERS FOR SACRIFICE TO ARTEMIS.

ARTEMIS, WITH HER TWIN BROTHER, APOLLO, PUT TO DEATH THE CHILDREN OF NIOBE. THE REASON BEING THAT NIOBE, A MERE MORTAL, HAD BOASTED TO LETO, THE MOTHER OF THE DIVINE TWINS, THAT SHE HAD BORE MORE CHILDREN, WHICH MUST MAKE HER SUPERIOR TO LETO. APOLLO BEING OUTRAGED AT SUCH AN INSULT ON HIS MOTHER, INFORMED ARTEMIS. THE TWIN GODS HUNTED THEM DOWN AND SHOT THEM WITH THEIR BOWS AND ARROWS; APOLLO KILLED THE MALE CHILDREN AND ARTEMIS THE GIRLS.

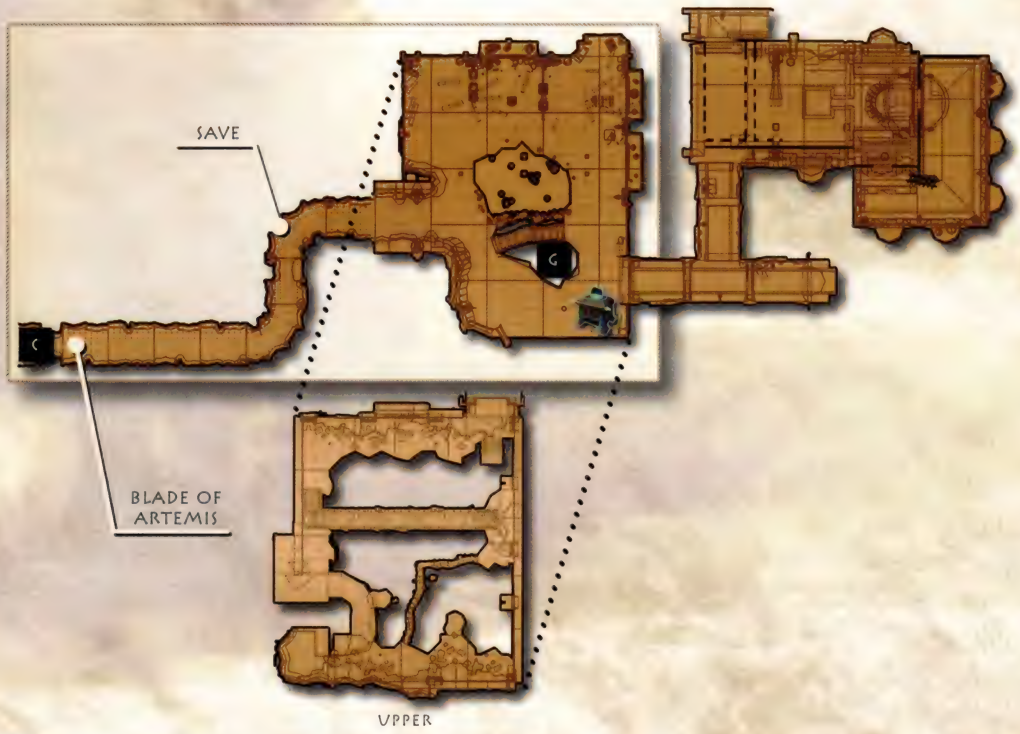
act IV scene

The Challenge of Atlas

HOLE ROOM: INTERIOR, A

1

After saving your game, continue forward and you'll enter a room where initially you are attacked by fallen Legionnaires. Give your new Blade a workout and then switch back to the Blades of Chaos when the Gorgon assassins appear. The Rage of Poseidon is a great way to deplete their health down to the point where you can grab them to do the mini-game. It will allow you to take their heads off and get more magic.



MONSTER: GORGON ASSASSIN

HIT POINTS:	135/270
MAGIC WEAKNESS:	360 LIGHTNING
MINI-GAME:	HEAD RIP
STONE RESISTANCE:	N/A
STONE HIT POINTS:	N/A
STONE ESCAPE TIME:	N/A
DEFENSE TACTIC:	EVADE
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	SQUARE, SQUARE, TRIANGLE (REPEAT)

ORB DROPS	
DEATH	35/55 VARIABLE
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	41 MP

THE SECOND LEVEL GORGON'S HAVE A STRONGER GAZE, AND YOU MUST USE THE PLUME OF PROMETHEUS TO BREAK IT. THESE ARE QUICK AND FIERCE ENEMIES – DON'T HOLD BACK ON YOUR MAGIC WHEN YOU ENCOUNTER THEM.

HOLE ROOM: INTERIOR, B

11 Jump to the broken stairway and investigate the top portion of the room. When you pass by the MAGIC CHEST, several cursed Legionnaires will attack. Lure the second three away from the bridge to avoid being hit by the undead Archers. After the second set of cursed Legionnaires is defeated, take out the undead Archers with Zeus' Fury.

III

carefully walk across the beams, then proceed to your right. In a small alcove you will find an ITEM CHEST containing a GORGON EYE. After getting the item, pull the lever in the main chamber to drop a weight with a rope on it. Press on by jumping to the rope to slide down.

UNDERGROUND BATTLE: INTERIOR

IV

When you reach the bottom, jump on the rope to your right and go across to the other side being careful of the fallen Legionnaires that will try to grab you and drag you down to the Abyss. You can earn extra red orbs and health by grabbing the fallen Legionnaires. After dropping off of the rope, fill up your magic using the MAGIC CHEST and your health with the HEALTH CHEST.

V

At the end and up the short slope, switch to Poseidon's Rage and grab the SHIELD OF HADES on the altar. The wall behind you will begin to close in, and the only way to get out of this mess is to destroy all the enemies. There are so many of them that using Poseidon's Rage will net you a combo of more than 300 hits.

VI

After defeating the multitude of enemies, replenish your magic and health in the MAGIC and MAGIC/HEALTH CHEST to the right. Return to the main room by double jumping back over to the entrance of this area and climbing up the rope. When you reach the bottom floor of the big room, jump off of the rope and enter the passage to the right. If you still need some health or magic, then there is a MAGIC/HEALTH CHEST is there for you to grab.

V

VI

ROTATING WALL ROOM

VII

Before grabbing and pulling the cart at the end of the hall, destroy the Gorgon Assassin to your left. Grab the cart, pull it toward the hall and kick it to the next open area. Two more Gorgon Assassins will attack you. Destroy them and then destroy the undead Archers in the back. There will be a total of four to deal with.

VIII

Now that the room is cleared, pull the cart straight back until you are against the steps and kick it onto the switch. Immediately after kicking it, roll back because the switch will make the wall turn. If you are fast enough, you will find yourself on the other side of the revolving wall. Don't let your guard down yet, because a number of cursed Legionnaires will attack you.

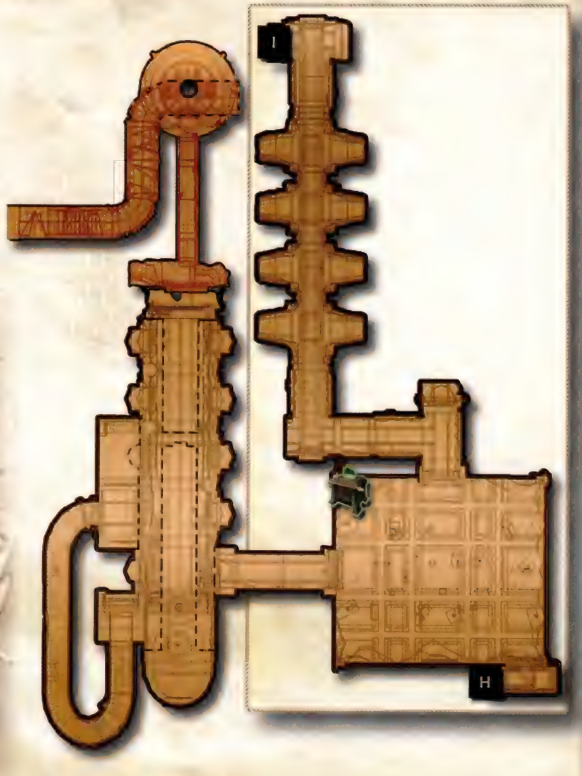
IX

Destroy all the enemies, then refill your magic using the MAGIC CHEST to the left and your health using the HEALTH/MAGIC CHEST straight ahead. Just around the corner is an ORB CHEST. Climb the ladder to the right and at the top part of this area, go through the arch and you will see the second shield. Before you grab the shield, move across the walkway and get red orbs from the ITEM CHEST and the ORB CHEST. Grab the Shield of Zeus from the altar. Jump down, place the shields into the carvings, and the doorway will open up. Go down the stairway to the right, follow the path and save your game.

CONVEYOR BELT HALL: INTERIOR

X After climbing the ladder and running down the hall, you will find yourself in a room full of buzz saws. Watch out as you make your way across the room. Go through the open door on the opposite side.

XI Turn left in this new hallway, break the stone wall and then destroy the three cursed Legionnaires. To get past the spiked walls while riding the conveyor belt, watch the pattern of the walls a couple of times before trying to get through. The walls can be tricky, but if you are patient and learn their patterns, you should take no damage at all.



X

XI

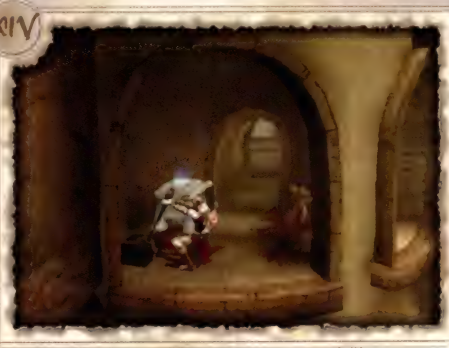
XII At the end of the conveyor belt climb the stairs. Destroy the Harpies on the bridge and in the next section. When all the monsters are dead, scale the wall to the left. The area where you can begin the climb is noticeable by the ladder leading up part way. If you need magic or health, refill by opening the MAGIC/HEALTH CHEST on the right. On the bridge you can reach a ORB CHEST and an ITEM CHEST containing a PHOENIX FEATHER by jumping to a ledge on the other side where the railing is broken.

XIII Normally grabbing the cursed Legionnaires and flinging them off of the wall is the way to go, but you can get through this section unscathed by using the Blade of Chaos. After traversing the first long cliff, jump to the left to reach the second one. Climb all the way to the bottom to get an ITEM CHEST with a bunch of red orbs.

XIV Return to the wall, jump over to the next one on the left, and climb to the bottom .Here you will find an ITEM CHEST for some more red orbs or a Gorgon Eye if you don't have them all. Finally, halfway up enter the small opening with the switch, and pull it to bring down a chain that will act as a shortcut to the bottom when you are through with the next room. Climb to the top of the chain, and you will find two ORB CHESTS.

XIII

XIV

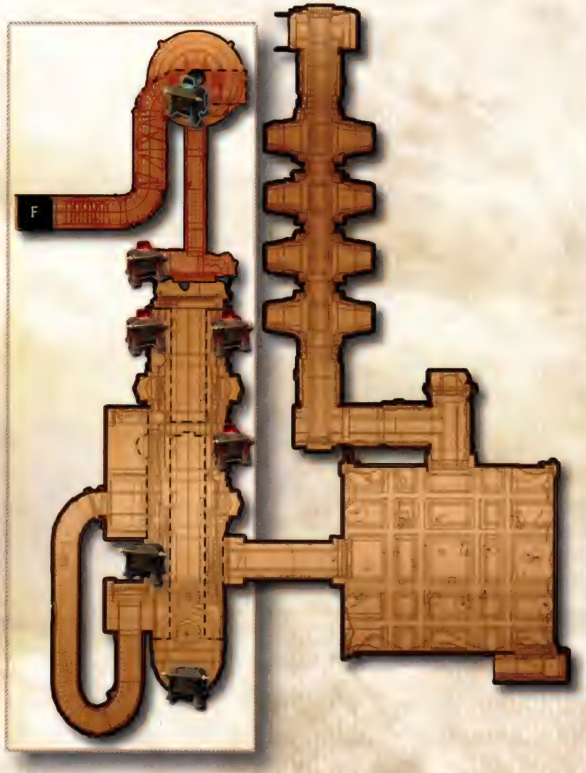


XV In this next room don't waste time, because if you are too slow, the floor will open up and you will die. If you are not fully healed, take advantage of the **MAGIC/HEALTH CHEST** before entering the room. Focus on taking out the Magic Legionnaires; use one Poseidon's Rage to take out the Magic Legionnaire faster and then Zeus' Fury to finish the Dessert Sirens off. Once you have destroyed all the enemies, jump over to the altar and grab the **HANDLE OF ATLAS**. Use the chain to get back down to the bottom and save your game.

XVI After crossing the bridge and going down the stairs, you will find yourself back in the room with the conveyor belt and the spiked wall. It is a bit more difficult this time, so you will need to use the roll to get by them. Just like the first time, the key is to be patient when trying to get through here.

THE CHAMBER OF ATLAS

XVII After passing through you will find yourself in the room with the Buzz Saws again. The next part is time based, because you will need to pull two levers in a minimal amount of time to open the door. Open up the **HEALTH CHEST** if you need more health. From where you just exited, go down and pull the first lever. After that pull the lever in the top-left corner and then enter through the door at the top. The key to being fast enough to make it through the door is to avoid getting hit by the blades. Jump across after they go by and try not to stop and wait if possible.



XVIII When you enter the next room shimmy along the ledge to the right and pull up the door leading to Atlas' Room. Destroy the three cursed Archers as you enter followed by the Minotaur Warriors. After they are defeated use the Handle of Atlas on the crank and then turn the crank to raise the ball above Atlas' head. After the ball has been lifted walk around to the back of Atlas and grab the **MUSE KEY** out of the **ITEM CHEST**.

CLASSICAL MYTHOLOGY: ATLAS

ATLAS IS A SCION OF THE TITANS, THE GREEK RACE OF GIANTS, AND THE SON OF IAPETUS AND THE NYMPH CLYMENE. HE IS THE FATHER OF THE HESPERIDES, THE HYADES AND THE PLEIADES. HE WAS ALSO THOUGHT TO BE THE KING OF LEGENDARY ATLANTIS ("LAND OF ATLAS").

IN THE REVOLT OF THE TITANS AGAINST THE GODS OF THE OLYMPIC, ATLAS STORMED THE HEAVENS, AND ZEUS PUNISHED HIM FOR THIS DEED BY CONDEMNING HIM TO FOREVER BEAR THE HEAVENS UPON HIS SHOULDERS – HENCE HIS NAME, WHICH MEANS "BEARER" OR "ENDURER."

TO COMPLETE THE 11TH OF HIS 12 LABORS, HERCULES HAD TO OBTAIN THE GOLDEN APPLES OF THE HESPERIDES, AND HE ASKED ATLAS FOR HELP. HERCULES OFFERED TO BEAR ATLAS' BURDEN IN HIS ABSENCE, WHEN HE WENT TO RETRIEVE THE APPLES. ATLAS AGREED TO PERFORM THE TASK READILY ENOUGH, SINCE HE DID NOT PLAN ON EVER BEARING THAT BURDEN AGAIN. WHEN ATLAS RETURNED WITH THE APPLES, HERCULES REQUESTED HIM TO ASSUME THE LOAD FOR A MOMENT, SAYING HE NEEDED TO ADJUST THE PAD TO EASE THE PRESSURE ON HIS SHOULDERS. AFTER ATLAS BORE THE HEAVENS AGAIN, HERCULES WALKED OFF WITH THE GOLDEN APPLES.

WHEN ATLAS REFUSED TO GIVE SHELTER TO PERSEUS, THE LATTER CHANGED ATLAS INTO STONE, USING MEDUSA'S HEAD. ON THE PLACE WHERE ATLAS STOOD, NOW LIES MOUNT ATLAS (NORTH-WESTERN AFRICA). IN ART, ATLAS IS USUALLY DEPICTED AS A MAN BEARING A GLOBE.

XIX

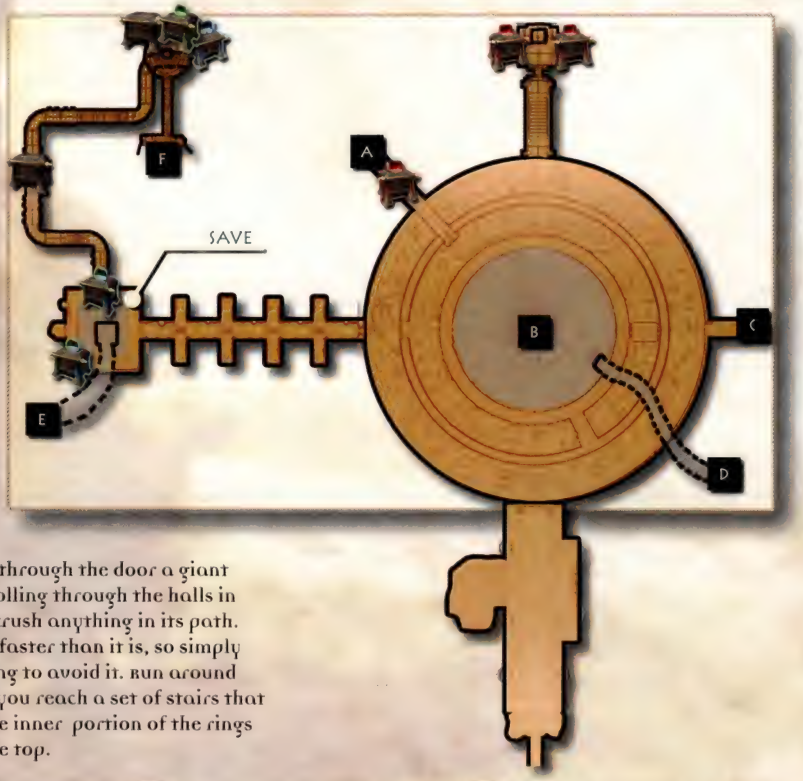
Next, go to the area on the right and up the stairs. Destroy the cursed Legionnaires in the hall and at the end the undead Archers. You will find yourself on the top area of Atlas' chamber. To your right is an **ITEM CHEST** containing a **PHOENIX FEATHER**, and to the left, you can walk toward the center where you will find a lever. Pull the lever and Atlas will roll the ball at you, breaking down the door in the back of the room. To the left facing the statue is an **ORB CHEST**.

XX

Before jumping down, jump over to the top portions behind you for some more red orbs in the **ORB CHESTS** on either side. After exiting the room open the **ORB CHEST** immediately to the left for even more orbs. Walk across the bridge, open the casket, and then stand over the corpse, and pull the head off. You will receive the **ARCHITECT'S SON'S HEAD**. After the head is removed, the entire casket will move revealing a passageway with a ladder leading down.

CHAMBER OF THE CRYSTAL EYE: SECOND VISIT

XXI Drop down the ladder, replenish needed energy with the MAGIC/HEALTH CHEST and walk down the hall. Get an additional boost from another MAGIC/HEALTH CHEST, push up the door and you will find yourself back in the chamber of the crystal eye. After returning to the bloody spiked hallway, you are attacked by a horde of cursed Legionnaires. There is no escape except for the annihilation of the enemy. Returning to the Rings of Pandora, place the Architect's son's head in the skull lock. Go through the newly opened doorway, and you will find yourself in the middle ring of the Ring's of Pandora.



XXII When you pass through the door a giant object will be rolling through the halls in an attempt to crush anything in its path. Kratos is much faster than it is, so simply continue running to avoid it. Run around the room until you reach a set of stairs that tower above the inner portion of the rings and climb to the top.

XXIII When the rolling object is passing by, jump on top of it and ride it until you see a ladder on the left. Jump from there to the ladder and climb up. Part of the ladder will fall down, creating a shortcut. Also, this will disable the rolling crusher. Climb the ladder to the top and replenish your energy with a MAGIC CHEST, HEALTH CHEST and ITEM CHEST. Grab more orbs from the ORB CHEST and save your game. Follow the hallway to take on the challenge of Poseidon.

XXI

XXII

XXIII

act IV scene

The Challenge of Poseidon

Pandora's Temple Hallway: Interior

1 When you reach the arena Cerberus, the three-headed dog, will attack you. Use Medusa's Gaze on Cerberus, and then switch to the Blade of Artemis to slash those smaller dogs in half with a few strikes. If you let them stick around too long, they, too, will turn into full-grown Cerberus, and you will have a real problem on your hands. If you are running low on health or magic, you can refill one of those by opening the MAGIC/HEALTH CHEST.

Monster: Cerberus Seed

HIT POINTS:	40/200
MAGIC WEAKNESS:	CHARGE THUNDERBOLT
CS DAMAGE:	N/A
CS KILL:	N/A
STONE RESISTANCE:	3,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	REPEATED CS GRABS, CS KILL

ORB DROPS	
DEATH	5 (15% CHANCE 10 HP)
DEATH DECAP	10
CS MILK	N/A
CS KILL	10 (100% CHANCE 20 HP)
SHATTER	10
AIR SHATTER	15
MINI-GAME	N/A

ONCE AGAIN THE CUTE PUPPIES ARE A LOT MORE TROUBLE THAN THEY APPEAR. THESE HIGHER-LEVEL PUPS ARE PRETTY TOUGH AND NEED TO BE ELIMINATED QUICKLY. TOSS THEM INTO TO EACH OTHER TO OCCUPY SEVERAL AT A TIME AND PREVENT THEIR SPINNING ATTACKS.

CLASSICAL MYTHOLOGY: CERBERUS

IN GREEK MYTHOLOGY, THE THREE-HEADED WATCHDOG WHO GUARDS THE ENTRANCE TO THE LOWER WORLD, THE HADES. IT IS A CHILD OF THE GIANT TYPHON AND ECHIDNA, A MONSTROUS CREATURE HERSELF, BEING HALF WOMAN AND HALF SNAKE.

ORIGINALLY, THE DOG WAS PORTRAYED HAVING 50 OR 100 HEADS, BUT WAS LATER PICTURED WITH ONLY THREE HEADS (AND SOMETIMES WITH THE TAIL OF A SERPENT). CERBERUS PERMITTED NEW SPIRITS TO ENTER THE REALM OF DEAD, BUT ALLOWED NONE OF THEM TO LEAVE. ONLY A FEW EVER MANAGED TO SNEAK PAST THE CREATURE, AMONG WHICH ORPHEUS, WHO LULLED IT TO SLEEP BY PLAYING HIS LYRE, AND HERCULES, WHO BROUGHT IT TO THE LAND OF THE LIVING FOR A WHILE (BEING THE LAST OF HIS 12 LABORS).

MONSTER: CERBERUS BREEDER

HIT POINTS:	400/800
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS DAMAGE:	JAW SLICE
CS KILL:	HEAD IMPALE
STONE RESISTANCE:	10,000
STONE HIT POINTS:	25
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	EVADE, TANK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	50
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	60
SHATTER	60
AIR SHATTER	85
MINI-GAME	N/A

THESE ARE THE FULL-GROWN, THREE-HEADED DOGS. LOOK OUT FOR ITS LUNGING ATTACKS AND FIREBALL ATTACKS. YOU MUST DEFEAT THEM QUICKLY (USE MEDUSA'S GAZE), OR THESE GUYS WILL CONTINUE TO PRODUCE A CEREBUS PUPPY.

II After they are defeated you will be permitted to move forward with the challenge. Walk forward to draw out the two cyclops dessert kings, defeat them and then push the large stone block. As long as you are behind the block the undead archers will have a hard time hitting you directly. Next to where you began to push the stone block is a MAGIC/HEALTH CHEST.

III Once you get close, defeat the undead archers quickly using Poseidon's Rage and then prepare for the cerberus seed. There are only three, so you can destroy them simply by grabbing them a couple of times. The third time that you grab them, Kratos will land with his knee.

IV When you turn the corner you will have to deal with more archers and cerberus seeds. Draw out the cerberus and leave the undead archers. If you are really in trouble, then you can use the Rage of the Gods if it is available.

II

III

IV

SPIN ROOM 1: INTERIOR

V The next room has one lever, and by pulling it, the room will rotate counter-clockwise. Stand near the doorway, and when it stops, go into the small chambers, open the chests, and then roll back into the center of the room. If you don't leave immediately, the door will close and spikes will pop up killing you. There is a total of four ORB CHESTS in this room. When you leave, you will see a MAGIC/HEALTH CHEST to the right.

V

CLIFF 1: INTERIOR

VI

When you reach the next area you will come across a new enemy. After defeating the Legionnaire captain go to the end of the path and jump up the cliff. It's very skinny but you'll make it. When you reach the top, slide around the edge of the mountain to the right to get the **MUSE KEY** out of the **ITEM CHEST** and then go back to the left. When you reach the new path, take out the Minotaur warriors quickly using Medusa's gaze. Follow the stairs down the hall and save your game. Before the save point you will find a **MAGIC CHEST** and a **HEALTH CHEST**.

VI

MONSTER : LEGIONNAIRE CAPTAIN

HIT POINTS:	200
MAGIC WEAKNESS:	ALL
CS DAMAGE:	SHOULDER THROW
CS KILL:	BACK STAB IMPALE
STONE RESISTANCE:	10,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	LAUNCH, AIR THROW UNTIL DIZZY, CS DAMAGE HOLD DOWN TRIANGLE, AIR THROW UNTIL DIZZY, CS KILL

ORB DROPS	
DEATH	25
DEATH DECAP	30
CS MILK	N/A
CS KILL	30
SHATTER	35
AIR SHATTER	45
MINI-GAME	N/A

THE TOUGHEST OF THE UNDEAD THESE ENEMIES ARE STILL SUSCEPTIBLE TO JUGGLES WITH APOLLO'S ASCENSION. ONCE THEY ARE OFF THEIR FEET THEY CAN BE THROWN IN THE AIR.

CAGE PUSH: INTERIOR

VII The first aspect that you'll notice in this room is the cages hanging high above. Ignore them for now, and jump down to where the floor is slanted. Take note of the rocks in the path, because this will come in handy very shortly. At the top of the slope are 2 MAGIC/HEALTH CHESTS. Walk up to the top and enter through the tunnel. Inside of that room you will find a HANDLE lying on the floor to the right.

VIII Return to the room with the cages, and attach the handle to the crank and then rotate clockwise. The dead soldier in the chamber above didn't have the guts to sacrifice his fellow man, but then again, Kratos doesn't care about anyone. Push the cage up the slope and stop when the Legionnaire Captains appear.

IX To keep the cage from sliding to the bottom push it above the stones sticking out of the ground. This will prevent the cage from falling back to the bottom of the ramp. The Legionnaire Captains are weak once they are turned to stone, so use Medusa's Gaze to defeat them quickly. Refill your magic using the 2 MAGIC/HEALTH CHESTS at the top.

POSEIDON'S TEMPLE: INTERIOR

X After pushing the cage into the chamber at the top, place it on the panel just past the lever. Once you made the sacrifice, a new path opens up. Walk down the hall, and at the end, you will reach a room surrounded by water. If you jump into the water on either side, you can climb ladders leading to a PHOENIX FEATHER in the ITEM CHEST to the left and a HEALTH CHEST on the right. Grab POSEIDON'S TRIDENT by tapping on the R1 button and then get ready for an underwater adventure.

POSEIDON'S GROTTO: INTERIOR

XI Now that you can dive into the water, jump into the pool on the right and then dive down into the deeper portion. The area where you need to dive is quite noticeable. After swimming through the underwater path you will come across a cracked wall. A special technique available to Kratos while he swims is the ability to use an underwater dash. Use the dash by holding down the R1 button and releasing it. The longer the button is held the farther he will dash. After breaking through three walls, you will arrive in a room with Cerberus puppies.

XII The best way to deal with these guys is to throw, throw, throw! After defeating all of them, get the orbs from the ORB CHEST and lift open the door in the back. Pull the lever and return to the room where you received the Trident. Climb up the newly formed steps and enter the tunnel at the top.

SWIM TUBE 1: INTERIOR (FIRST VISIT)

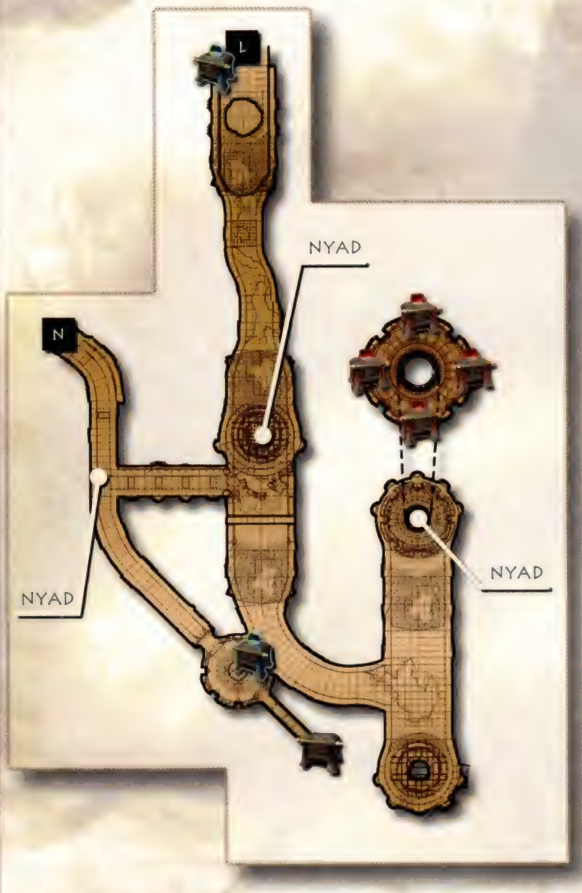
XIII

Replenish any energy that you may need using the MAGIC/HEALTH CHEST and then dive into the pool. You will find yourself in a ruined area. Swim forward and kiss the Nyad at the end by pressing the ○ button.

CLASSICAL MYTHOLOGY: NYADS

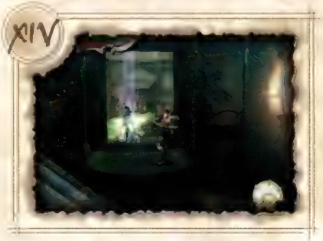
THE NAIADS WERE NYMPHS OF BODIES OF FRESH WATER AND WERE ONE OF THE THREE MAIN CLASSES OF WATER NYMPHS – THE OTHERS BEING THE NEREIDS (NYMPHS OF THE MEDITERRANEAN SEA) AND THE OCEANIDS (NYMPHS OF THE OCEANS). THE NAIADS PRESIDED OVER RIVERS, STREAMS, BROOKS, SPRINGS, FOUNTAINS, LAKES, PONDS, WELLS AND MARSHES.

THE NAIAD WAS INTIMATELY CONNECTED TO HER BODY OF WATER AND HER VERY EXISTENCE SEEMS TO HAVE DEPENDED ON IT. IF A STREAM DRIED UP, ITS NAIAD EXPIRED. THE WATERS OVER WHICH NAIADS PRESIDED WERE THOUGHT TO BE ENDOWED WITH INSPIRATIONAL, MEDICINAL OR PROPHETIC POWERS. THUS THE NAIADS WERE FREQUENTLY WORSHIPPED BY THE ANCIENT GREEKS IN ASSOCIATION WITH DIVINITIES OF FERTILITY AND GROWTH.



XIV

Dive down below that first Nyad and then go to the right. Smash through the mural at the end, kiss the Nyad and you will receive a **Phoenix Feather**. If you swim to the left you will reach an optional chamber. Defeat the six Legionnaire captains, replenish your magic using the **Magic/Health Chest**, and then break the wall in the back to destroy pots containing health and an **Item Chest**.



SWIM TUBE 2: INTERIOR

XV

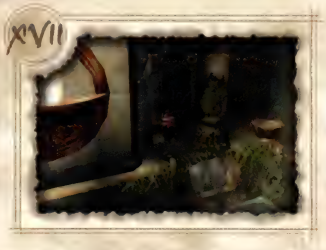
Return to where the second Nyad was and go to the right. At the end of the passageway you will notice a stone face. Before going through the mouth, hold down R1 for the underwater Dash. Once you enter this next area, the spikes will begin to close in. If you don't make it to the other side, it's game over. After the first dash continue to use long dashes to make it to the other side.

XVI

After swimming a short distance you will be able to jump out of the pool. Be careful though, because Harpies and a number of cursed Legionnaires will attack you. As long as you can execute Hades Revenge you should be fine. Once all the enemies are defeated, pull the lever and a giant door will be released, allowing you to venture deeper into Poseidon's domain. If you need more magic or health, there is a **Magic/Health Chest** on the left and a **Health Chest** on the right.

XVII

Before you leave this area, dive into the water and jump out to the left or right near the area where you would have to dive down. When you are on the ledge break the cracked wall and get the 2 **Orb Chests**.

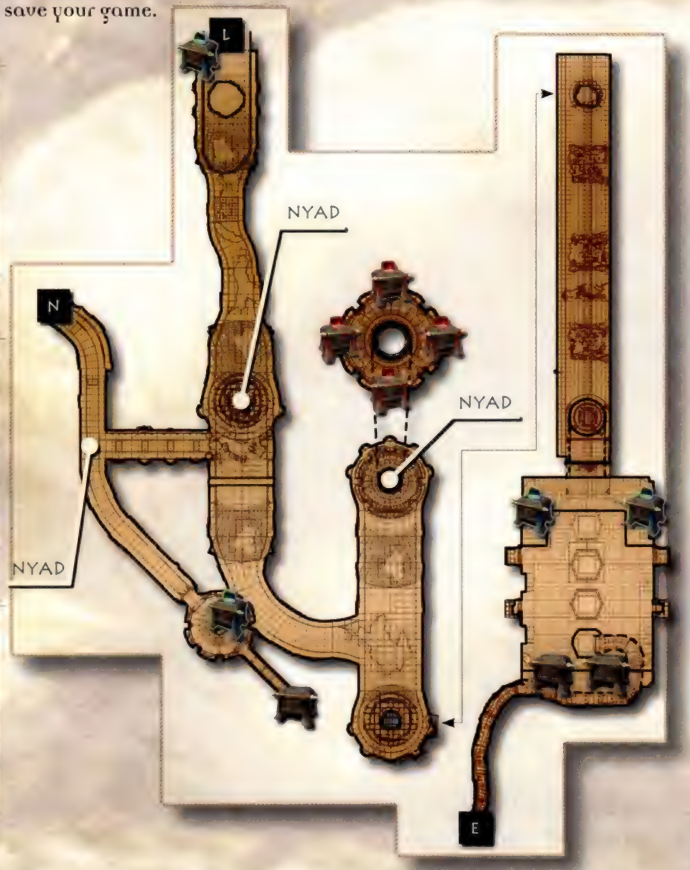


SWIM TUBE 1: INTERIOR (SECOND VISIT) / SWIM TUBE 3

XVIII Jump back into the pool, pass through the underwater trap and then away from where you found the second Nyad. To the right you will notice that the wall is missing. Swim down the underwater path and save your game.

XIX To the left of the save point, break the wall using the underwater Dash and then kiss the Nyad inside and swim straight up to reach a chamber containing four Orb Chests. To the right of the save point is a statue of Lord Poseidon. Dive down below, but not to quickly, because you will need to time the next section very well. The next section is an all-or-nothing area, because if moving walls catch you, you're dead.

XX After the wall passes, quickly dive down and then use the underwater Dash to move forward. Swim below the wall when you reach the lowered area. The first one is rather short, but to reach the second lowered area, it will require at least two underwater Dashes. Once you reach the third, swim down below the grate and jump out of the water to your right or left immediately. Destroy the Minotaur Tormentors and save your game.



XXI There are two parts to this room. First, pull the lever and the platforms will rise. These are timed so you have to be quick. Jump across the platforms to reach the statue of Amphitrite. Defeat the cursed Legionnaires and then open the two Item Chests. Near the lever is a Magic/Health Chests.

MONSTER: MINOTAUR TORMENTOR

HIT POINTS:	600
MAGIC WEAKNESS:	N/A
MINI-GAME:	THROAT STAB STRUGGLE
STONE RESISTANCE:	12,000
STONE HIT POINTS:	20
STONE ESCAPE TIME:	5,000
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	LAUNCH, AIR THROW REPEA

ORB DROPS	
DEATH	55
DEATH DECAP	60
CS MILK	N/A
CS KILL	N/A
SHATTER	50
AIR SHATTER	70
MINI-GAME	100% CHANCE 30 HP

THE EXTRA ARMOR ON THESE MINOTAURS MAKES THEN A FORCE TO BE RECKONED WITH. THEY ARE TOUGHER AND MORE AGGRESSIVE, AND WILL CHARGE YOU IF YOU ARE TOO CLOSE. LIKE ANY BIG ENEMY, FREEZE AND SHATTER THEM IF YOU CAN.

CLASSICAL MYTHOLOGY: AMPHITRITE

THE QUEEN OF THE SEA, VARIOUSLY GIVEN AS THE DAUGHTER OF OCEANUS AND TETHYS OR OF NEREUS AND DORIS. WHEN THE SEA GOD POSEIDON WANTED HER AS HIS BRIDE, SHE DECLINED THE HONOR AND HID FROM HIM IN THE ATLANTIC OCEAN. A DOLPHIN NOT ONLY LOCATED HER, BUT ALSO BROUGHT HER BACK TO HIM, AND HE MARRIED HER. THE DOLPHIN WAS AWARDED A PLACE IN HEAVEN. THEIR SON IS THE FISH-MAN TRITON.

AMPHITRITE WAS PORTRAYED ON GREEK AMPHORAS TOGETHER WITH HER CONSORT, RIDING IN A CHARIOT PULLED BY SEA CREATURES, OR SITTING ON A SEA CREATURE, SURROUNDED BY TRITONS. SHE IS DECORATED WITH THE ATTRIBUTES OF A QUEEN, HER WAVING HAIR COVERED WITH A NET, AND SOMETIMES WITH THE PINCERS OF A LOBSTER ATTACHED TO HER TEMPLES.

XXII

After obtaining the items from the chests, return to the lever that raises the platform and pull it again. This time dive into the water on the left side, and when you reach the fourth platform, you will notice a compartment. Swim inside of the compartment to escape the area when the platforms are lowered. After swimming through the tunnel you'll find yourself back in the chamber of the crystal eye.

XXII

THE RINGS OF PANDORA: SECOND VISIT

XXIII

Defeat the Magic Legionnaire to reach the outer ring. Once you are in the outer ring, find the crank that rotates the wall and rotate it to the third door. Enter this hallway, and you will see the door that requires two Muse Keys. Inside of this ring you will receive an upgrade to your magic and health, plus you will receive an additional 1,500 Orbs. There are also two Orb Chests in the room as well.

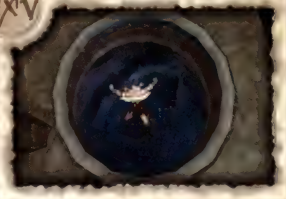
XXIV

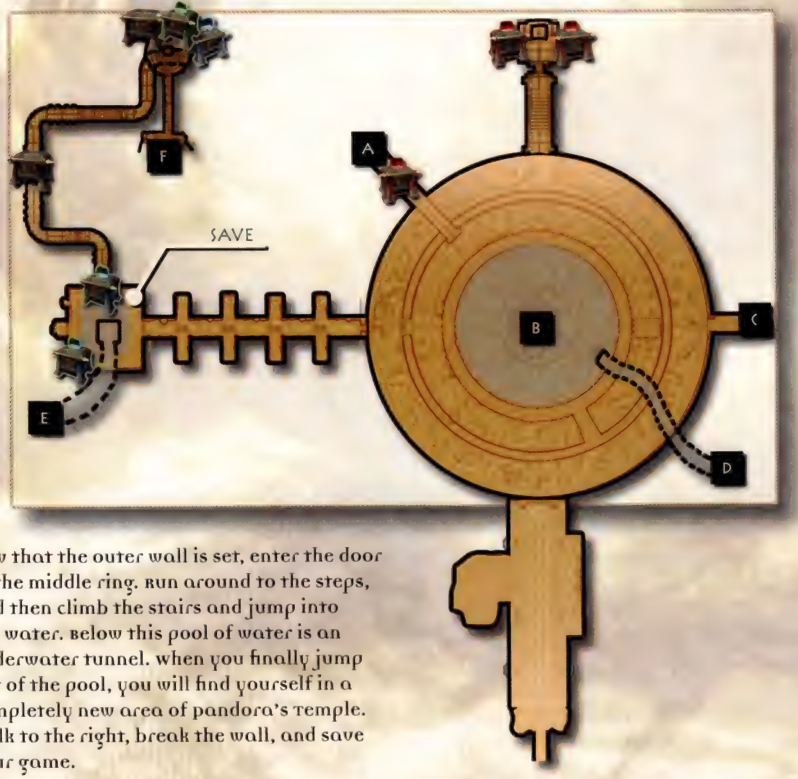
Inside the secret chamber you will find magical sand that upgrades your health and magic bars as well as dumps tons of orbs on you. When you are done bathing in the sands, go back to the outer ring and rotate the outer wall so that the doorway leads to the spiked corridor.

XXIII

XXIV

XXV



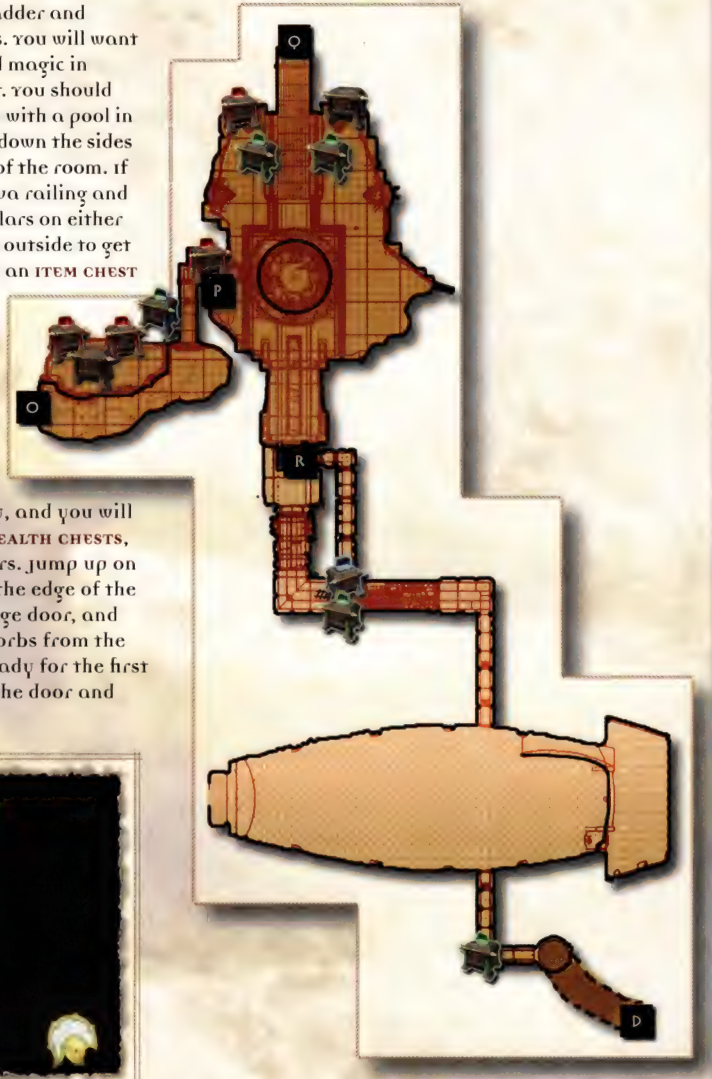


XXV

Now that the outer wall is set, enter the door to the middle ring. Run around to the steps, and then climb the stairs and jump into the water. Below this pool of water is an underwater tunnel. When you finally jump out of the pool, you will find yourself in a completely new area of Pandora's Temple. Walk to the right, break the wall, and save your game.

HADES' HALL: INTERIOR

I Run down the hallway and use the **MAGIC CHEST** or **HEALTH CHEST** to restore lost energy and then climb the ladder and enter the challenge of Hades. You will want to be full on both health and magic in preparation of the next part. You should find yourself in a large room with a pool in the center and lava flowing down the sides of the steps and on the side of the room. If you climb the sides of the lava railing and then jump to the circular pillars on either side, you can slide along the outside to get an **ORB CHEST** on the left and an **ITEM CHEST** on the right.



II Examine the room carefully, and you will notice that there are **TWO HEALTH CHESTS**, one on each side of the stairs. Jump up on the ledges to the left, grab the edge of the walkway above the challenge door, and break the wall and get the orbs from the **ORB CHEST**. When you are ready for the first challenge ... stand next to the door and press **R2**.

MONSTER: CENTAUR

HIT POINTS:	165
MAGIC WEAKNESS:	BLADE OF ARTEMIS
CS DAMAGE:	SHOULDER TOSS
CS KILL:	LEG CHOP IMPALE
STONE RESISTANCE:	11,500
STONE HIT POINTS:	10
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK, PARRY
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	LAUNCH, AIR THROW UNTIL DIZZY, CS GRAB, HOLD TRIANGLE, AIR THROW UNTIL DIZZY, CS KILL

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

CENTAURS ARE VERY TOUGH DUE TO THEIR SPEED, AGILITY AND AGGRESSIVE COUNTER ATTACKS. WHEN THEY BLOCK YOUR ATTACKS, ROLL AWAY TO AVOID BEING HIT. THEY HAVE A BAD HABIT OF SURROUNDING YOU. WATCH THEM CLOSELY, AND YOU WILL SEE THEIR BOWS WILL BEGIN TO GLOW WHITE BEFORE THEY FIRE AT YOU.

CLASSICAL MYTHOLOGY: CENTAUR

THE CENTAURS OF GREEK MYTHOLOGY ARE CREATURES THAT ARE PART HUMAN AND PART HORSE. THEY ARE USUALLY PORTRAYED WITH THE TORSO AND HEAD OF A HUMAN AND THE BODY OF A HORSE. CENTAURS ARE THE FOLLOWERS OF THE WINE GOD DIONYSUS AND ARE WELL KNOWN FOR DRUNKENNESS AND CARRYING OFF HELPLESS YOUNG MAIDENS. THEY INHABITED MOUNT PELION IN THESSALY, NORTHERN GREECE. ACCORDING TO ONE MYTH, THEY ARE THE OFFSPRING OF IXION, THE KING OF LAPITHAE (THESSALY), AND A CLOUD. HE HAD ARRANGED A TRYST WITH HERA, BUT ZEUS GOT WIND OF IT AND FASHIONED A CLOUD INTO HERA'S SHAPE. THEREFORE, THE CENTAURS ARE SOMETIMES CALLED IXIONIDAE.

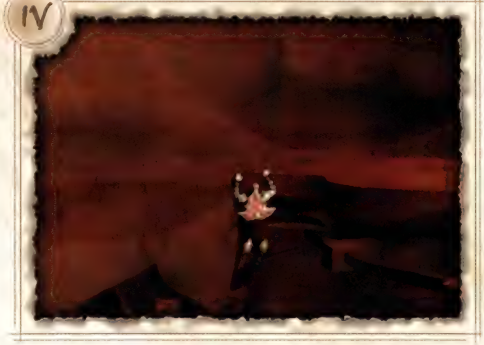
NOTORIOUS IS THEIR BESTIAL BEHAVIOR ON THE WEDDING OF PIRITHOUS, KING OF THE LAPITHS. THEY VIOLATED THE FEMALE GUESTS AND ATTEMPTED TO ABDUCT THE BRIDE. WHAT FOLLOWED WAS A BLOODY BATTLE, AFTER WHICH THEY WERE DRIVEN FROM THESSALY. AN EXCEPTION WAS THE KIND AND WISE CENTAUR CHIRON, THE TEACHER OF THE GREEK HEROES JASON AND ACHILLES.

III After agreeing to make blood sacrifices for Hades, you will be attacked by a number of centaurs. The object of this challenge is to not only kill the centaurs but to kill eight of them within the two circles. Centaurs are challenging because of their mobility and defense. Keep your distance from them at all times, and use the Plume of Prometheus to knock them down. If the centaurs block your first attack, cancel into a back roll and run to the other circle. As long as you use the Plume of Prometheus when they are in the circle, they will eventually be defeated. After sacrificing the centaurs in both circles, the door will open leading outside.

IV walk through the door, fill up your magic using the MAGIC/HEALTH CHEST and continue outside. There is another MAGIC/HEALTH CHEST to the right (Kratos' left), but you may not need it. Go to the left and jump up to the right before entering the door. Open the TWO ORB CHESTS and ITEM CHEST.

III

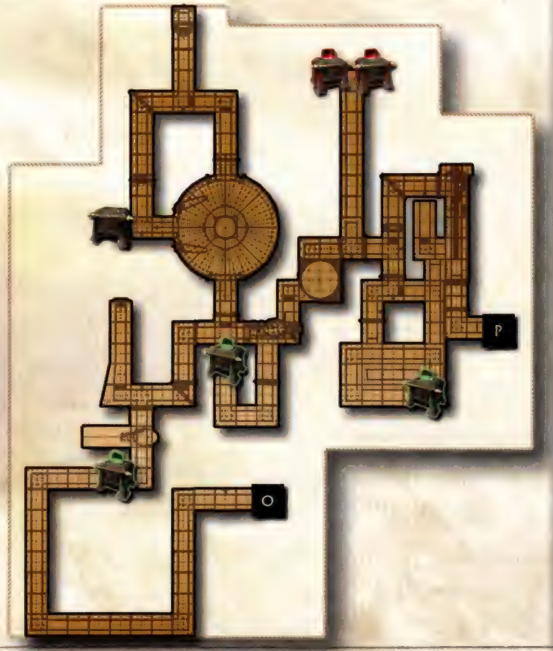
IV



HADES' MAZE: INTERIOR

V After entering the doorway, you will find yourself in a hall where the floor opens up above lava. Watch as the tiles close up and time your jump. As soon as the first floor tiles close, run onto it and then jump over to the other side.

V



VI

The next section is even trickier because you have to time your jump when the floor is closed. You may notice that it will open and close three times quickly. Begin your double jump after the floor opens up the second time, and then jump again to the other side to be safe. When you turn the corner, stop immediately and watch the spikes shooting from the wall. To get by you must use the roll between shots. Go around the corner, open the HEALTH CHEST, and get ready for the maze of monsters.

VII

As soon as you turn the corner a Gorgon Assassin will already be targeting you to turn you to stone. Retreat and then return shortly after to defeat the Gorgon Assassin. Use your magic on these monsters, because you can always get magic back from them. After the Gorgon Assassin is defeated, kill the undead Archer in the corridor to the left. Run right from where the Gorgon Assassin was and follow the path.

VIII

When you see the undead Archers ahead, turn into the corridor on the left and defeat the centaurs and the Gorgon Assassins. Open the ITEM CHEST and go to the right. Kill the cursed Legionnaires and continue down the hallway. Kill the two undead Archers in the corridor on the left and continue back to the area where the centaurs were.

IX

Finally, exit that small alcove, turn to Kratos' left, and defeat the undead Archers. Turn right and deal with the cursed Legionnaires. When the Gorgon Assassins appears, take them out and open the HEALTH CHEST a little farther down the hall. At this point you have defeated all the monsters in the lower section of the maze. Go to the elevator and rotate the crank to ride it to the upper portion of the maze.

X

When you first arrive on the upper portion of the maze you will be attacked immediately by cursed Legionnaires. Defeat them and then push the block to the left. After a short distance it will fall revealing a new path. The path before you disappears, and you must time multiple tiles to get across to the TWO ORB CHESTS at the end. After the first tile closes, run across the floor and jump to the other side as the last tile is closing.

XI

Grab the orbs from the chests and then turn to Kratos' left. At the next three-way intersection, turn right, destroy the undead Archers and push the block to reveal another section of the maze. Defeat the cursed Legionnaires, open the HEALTH CHEST and go to your left. Use Zeus' Fury, to defeat the two undead Archers on the ledge and lift the door to the left.

XII

XIII

XII After passing through the door, move to Kratos' right. Go straight down the corridor and to the right again. Defeat the two undead Archers and wait for the giant crusher to be pulled back from the opening. As soon as you enter the corridor with the giant stone crusher, move toward it and jump up on top of it. At the end of the shaft defeat three cursed Legionnaires and wait on top of the crusher.

XIII To the right you will notice that there is a small opening. Push against the opening so that you will enter during the small window when it becomes accessible. Defeat the two cursed Legionnaires inside and then return to the previous room where a new path out of the maze has opened up. Stand on the switch, and a giant statue will rise out of the water.

HADES' HALL: INTERIOR (SECOND VISIT)

XIV Dive into the pool of water, and pull the lever at the base. Climb the ladder on the statue, and rotate the crank to shine the light in the dark area at the top of the stairs. After lighting up the next area, save your game.

XIV

BALLWAY: INTERIOR

XV After entering the doorway you will find yourself in a hall where the floor opens up above lava. Watch as the tiles close up and time your jump. As soon as the first floor tiles close, run onto it and then jump over to the other side.

ARCHITECT'S CAVE

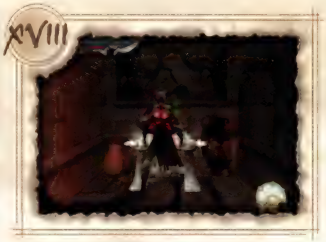
XVI After traveling down the hall, defeat the Minotaur Tormentors and the undead Archers to release the barrier leading to the right stairs. Climb the stairs, defeat the undead Archers and Cursed Legionnaires and go up to the left from the previous room. Climb on the rope using your long slash attack to take care of the Cursed Legionnaires. Drop down at the end of the rope to the huge circular area below. If you need more energy, there's a **MAGIC/HEALTH CHEST** in this room and up the stairs to the right.

XVII A number of enemies will attack, and you must destroy them all before you can move on. First destroy the Cursed Legionnaires followed by the Minotaurs and Centaurs. When the undead Archers appear, use the grab and throw technique to take care of them quickly. After all of the enemies are defeated, you will be able to use the ladder. Climb the ladder and jump up to the next passageway. At the end you will find yourself on the upper portion of the main room. Don't worry too much about using magic because there is a **MAGIC CHEST** in this room.

XVIII Hopefully your balancing skills are up to par, because this next section will be difficult for most players at first. Before you reach the catwalk area, don't forget to get the ITEM CHEST in the small maze.

XVI

XVII


XVIII

HADES' HALL RAFTERS: INTERIOR

XIX Walk on to the ledge, jump forward to the next platform, and then walk across the beam to the right to reach the ORB CHEST.

XX Walk forward again and then use the beams to reach another ORB CHEST. The most common problem for most will come as a result of being hit by the spinning blades. To avoid the blades, double jump straight up when it gets close. You can also tell where the blades will end up by the shadow that turns the wood from light to dark.

XXI When you reach the area with three blades and a "wood blade," go straight to reach an ITEM CHEST. Return and jump onto the wood blade and climb the ladder to reach the upper portion of the area.

XXII Follow the beams around this top portion of the room to get the ITEM CHEST and return to the rope to slide down to the lower area. Follow this path across the bridge and turn the handle with the Minotaur symbol. Go down the stairs to get back to the area before the challenge of Hades. Save your game at this point and enter the room where the giant door is. Walk up to the door and a giant Minotaur will break through.

XX

XXI

XXII

BOSS: PANDORA'S GUARDIAN

HIT POINTS:	VENT STAGE 1 - 100 (5) VENT STAGE 2 - 100 (5) ARMOR STAGE 3 - 150 (5) HEALTH STAGE 4 - 1,500
MAGIC WEAKNESS:	THUNDERBOLT
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	N/A
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

XXIII

The Minotaur guardian is menacing but its back is worse than its bite. Your main strategy should be to get to the upper portion and do most of your damage from there. On this top level pay attention to the Minotaur's hands. This is how you can tell which attack is coming at you. If it raises its right arm, dodge by rolling to the right. Double jump straight up to avoid the attack when he raises both hands. Finally, when its left hand is raised, wait briefly and then double jump straight up to avoid the attack. If the Minotaur isn't doing anything, then you should be standing in

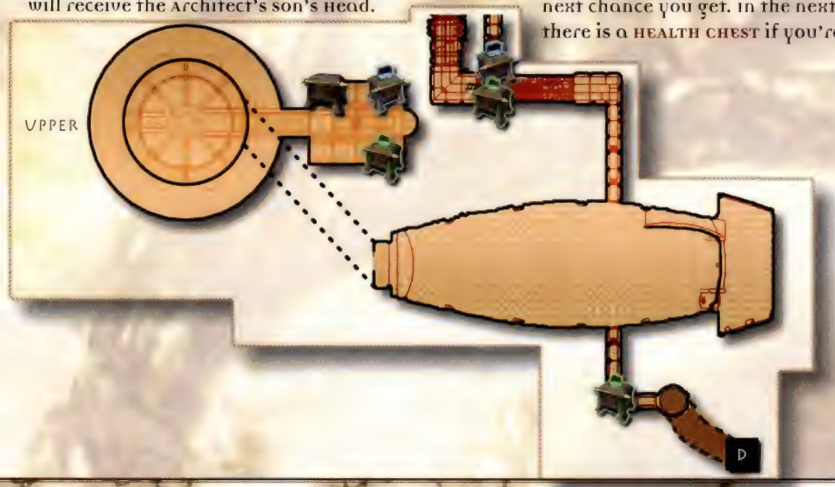
the center doing combos like there's no tomorrow. Poseidon's Rage is a great magic to use, because it will raise your combo count. As you damage the giant beast, flames will shoot out of his armor. When all of the slots in his armor are ablaze, the Minotaur will be stunned. Run up to it, press the O button and play the mini-game. During the mini-game sequence, you need to rotate the left analog stick in the direction indicated. There are quite a few rotations, and if you fail, then you will need to do some damage to the Minotaur again to stun him. Use Poseidon's Rage if this happens. Once the Minotaur has stood up, run to the stairs up to the top level, and pull the lever to shoot a giant flaming stake at it. This will hit the Minotaur and crack its armor. After it gets hit, it will charge at you. Before it reaches the platform that you are on, jump up to avoid the flames. Repeat the process of damaging, stunning and performing the mini-game to remove more of its armor. After the armor has been hit twice, you will be able to damage it with your weapon. Use the same strategy as above, but this time, watch out for his right hand, because it will have a new attack where lava will shoot up quickly. Avoid this attack by using Poseidon's Rage.

If you decide to fight the Minotaur in the lower area, watch its hands, and if it raises them, dodge the opposite way. Other attacks that you will see is its head lowering to the ground. When you see this move, block and remain blocking until it rises up. It has a few other moves on the ground, but many of them can be blocked. The ones that are unblockable are when it raises up with both hands in a fist and then smashes down with a huge shockwave. Use Poseidon's Rage to avoid this or simply double jump it. The other is when it dashes at you. You have to roll backward right before it reaches you and block, because it will follow up with a flame attack. You must also use a back roll and continue rolling away, if you see its left or right hand glow. Once the Minotaur's health has been drained low enough, it will be stunned. Launch one more stake at it and it will be finished.

MINOTAUR BOSS GATE: INTERIOR

XXIV Below the area where the Minotaur was shish-ka-bobbed, is a hole in the door. Go through the crack, climb the stairs, and open the ITEM CHEST, HEALTH CHEST and MAGIC CHEST. After you have replenished your energy, pull the lid off of the casket and then take the head off of the corpse using R2. You will receive the Architect's son's Head.

XXV Return to the area where you fought the Minotaur guardian, and you will receive the final power of the gods: the ARMY OF HADES. Now that you have this mighty magic, use it right away to destroy your enemies. If you already have the Blade of Chaos at maximum then level up the Army of Hades next chance you get. In the next hallway there is a HEALTH CHEST if you're not full.



CLASSICAL MYTHOLOGY: HADES

HADES IS THE LORD OF THE DEAD AND RULER OF THE NETHER WORLD, WHICH IS REFERRED TO AS THE DOMAIN OF HADES OR BY TRANSFERENCE, AS HADES ALONE. HE IS THE SON OF CRONUS AND RHEA. WHEN THE THREE SONS OF CRONUS DIVIDED THE WORLD AMONG EACH OTHER, HADES WAS GIVEN THE UNDERWORLD, WHILE HIS BROTHERS ZEUS AND POSEIDON TOOK THE UPPERWORLD AND THE SEA RESPECTIVELY. FOR A WHILE HADES RULED THE UNDERWORLD TOGETHER WITH PERSEPHONE, WHOM HE HAD ABDUCTED FROM THE UPPERWORLD, BUT ZEUS ORDERED HIM TO RELEASE PERSEPHONE BACK INTO THE CARE OF HER MOTHER DEMETER. HOWEVER, BEFORE SHE LEFT HE GAVE HER A POMEGRANATE, AND WHEN SHE ATE OF IT, IT BOUND HER TO THE UNDERWORLD FOREVER.

HADES SITS ON A THRONE MADE OF EBONY AND CARRIES A SCEPTER. HE ALSO HAS A HELMET, GIVEN TO HIM BY THE CYCLOPES, WHICH CAN MAKE HIM INVISIBLE. HADES RULES THE DEAD, ASSISTED BY VARIOUS (DEMONIC) HELPERS, SUCH AS THANATOS AND HYPNOS, THE FERRYMAN CHARON AND THE HOUND CERBERUS. MANY HEROES FROM GREEK MYTHOLOGY HAVE DESCENDED INTO THE UNDERWORLD, EITHER TO QUESTION THE SHADES OR TRYING TO FREE THEM. ALTHOUGH HADES DOES NOT ALLOW HIS SUBJECTS TO LEAVE HIS DOMAIN, ON SEVERAL OCCASIONS HE HAS GRANTED PERMISSION, SUCH AS WHEN ORPHEUS REQUESTED THE RETURN OF HIS BELOVED EURYDICE.

HADES POSSESSES THE RICHES OF THE EARTH, AND IS THUS REFERRED TO AS "THE RICH ONE." POSSIBLY ALSO BECAUSE – AS SOPHOCLES WRITES – "THE GLOOMY HADES ENRICHES HIMSELF WITH OUR SIGHS AND OUR TEARS." OF ALL THE GODS, HADES IS THE ONE WHO IS LIKED THE LEAST AND EVEN THE GODS THEMSELVES HAVE AN AVERSION OF HIM. PEOPLE AVOIDED SPEAKING HIS NAME LEST THEY ATTRACTED HIS UNWANTED ATTENTION. WITH THEIR FACES AVERTED THEY SACRIFICED BLACK SHEEP, WHOSE BLOOD THEY LET DRIP INTO PITS, AND WHEN THEY PRAYED TO HIM, THEY WOULD BANG THEIR HANDS ON THE GROUND. THE NARCISSUS AND THE CYPRESS ARE SACRED TO HIM.

POWER OF THE GODS: ARMY OF HADES

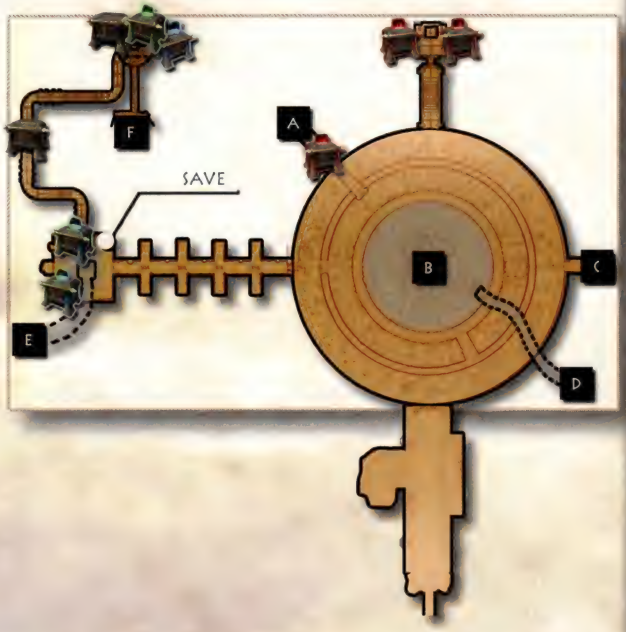
ALTHOUGH YOU ACQUIRE THIS ABILITY LATE IN THE GAME, IT IS STILL WORTH POWERING UP ONCE YOU OBTAIN IT. IT HAS VERY SIMILAR PROPERTIES TO POSEIDON'S RAGE IN THAT IT IS A CROWD THINNER AND COMBO BOOSTER, BECAUSE IT ATTACKS MULTIPLE ENEMIES SIMULTANEOUSLY. THE BIGGEST ADVANTAGE TO THIS POWER IS THAT YOU CAN STILL ATTACK WHILE THE SPIRITS ARE DOING YOUR BIDDING. AS YOU MAY HAVE GUESSED, THIS USES A LOT OF MAGIC, BUT IT IS ALSO THE MOST POWERFUL METHOD FOR DEALING DAMAGE TO MOBS OF MONSTERS, SO IT'S WORTH THE EXPENSE!

RINGS OF PANDORA, WATER POOL: INTERIOR

XXVI Exit through the hall past Hades to return to the Rings of Pandora. Place the Architects son's head in the skull lock. Lift up the door leading to the middle circle after the water has receded. Rotate the wall until it is lined up with the corridor with the spiked walls.

XXVII Finally enter the center ring and line up the opening with the other two doorways. Once everything is lined up run straight down the hall, defeat the fallen soldiers and pull the handles in to form the complete crystal. This will shoot a beam of light to the other crystal in the inner most ring and it raise a large tower in the center of the rings.

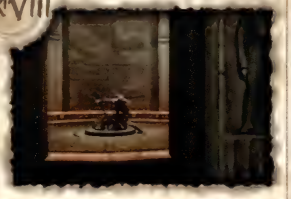
XXVIII Run to the center of the rings and pull the lever. You will be raised to the upper levels of the temple. This is a one-way trip and there is no turning back until you have Pandora's Box.



XXVI

XXVII

XXVIII



act IV scene

The Cliffs of Madness

Bridge to the Cliffs of Madness

1

Before reaching the cliffs of madness, you will need to defeat a new enemy, the satyr. The first one will fight you solo, and after it is defeated, two more will attack you. Activate the Rage of the Gods and use the Army of Hades. If your Blade of Chaos is at level 5, you will have unlimited magic during that time. Once all three are defeated, continue across the bridge to the cliffs. Open the **Health Chest** to the right if you are low on health. If you used it during the fight, there is another **Health Chest** on the bridge. There is also a **Magic/Health Chest** before the save point. Break through the wall to the right of the save point and you will find **two Orb Chests**.

Classical Mythology: Satyrs

In Greek mythology the satyrs are deities of the woods and mountains. They are half human and half beast; they usually have a goat's tail, flanks and hooves. While the upper part of the body is that of a human, they also have the horns of a goat. They are the companions of Dionysus, the god of wine, and they spent their time drinking, dancing and chasing nymphs. The Italian version of the satyr is the faun, while the Slavic version is the ljeschi.

MONSTER: SATYR

HIT POINTS:	350
MAGIC WEAKNESS:	ARMY OF HADES
CS DAMAGE:	BLOODY UPPERCUT
CS KILL:	STAFF IMPALE
STONE RESISTANCE:	12,000
STONE HIT POINTS:	25
STONE ESCAPE TIME:	4 SECONDS
DEFENSE TACTIC:	BLOCK, PARRY, EVADE
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	80
DEATH DECAP	100
CS MILK	N/A
CS KILL	100
SHATTER	100
AIR SHATTER	110
MINI-GAME	N/A

THE SATYR IS A VERY STRONG AND QUICK MONSTER WITH GREAT DEFENSIVE ABILITIES. WHILE YOU CAN LAUNCH IT AIRBORNE AND ATTACK WITH THE PLUME OF PROMETHEUS, YOUR BEST WEAPON AGAINST IT IS MEDUSA'S GAZE.

CLIFF EXTERIOR

II After entering the cliffs of Madness destroy the cursed Legionnaires. Don't go too far forward, because if you do, you will be in range of the Archers. After the cursed Legionnaires are defeated, destroy four undead Archers on the other side of the chasm and the undead Archer to the right using Zeus's fury. You can refill your magic afterward by opening the MAGIC CHEST to the left of the entrance of the cliffs.

III Quickly jump across to the right, defeat the two undead Archers and make your way around the mountain. Eliminate the Harpies and Archers in your way, and use the rope to reach the other side of the chasm. Because you dealt with the undead Archers earlier, they will pose no problem for you.

IV After turning the corner to the right you will be attacked by another group of cursed Legionnaires. Eliminate them and turn the crank to move the platform to the higher level of the cliffs.

II

III

IV

V when you reach the next level of the cliffs save your game. There will be two paths open to you. Do not use the ladder, or you will find yourself backtracking a lot. While it doesn't appear that you can continue to the right, you can by jumping over the rocks. The two undead Archers will pose minimal resistance, and after they are defeated, enter the cave. Get some energy from the MAGIC/HEALTH CHEST if you need it.

VI when you reach the open area of the cave you will be trapped inside. The cursed Legionnaires are easy enough, but the satyrs are the real problem. Focus on staying away from the satyrs. Knock down the cursed Legionnaires, freeze the satyr and crush it to get rid of it quickly. There are a total of three, and you should have just enough magic to freeze and shatter all of them.

VII A second aspect of this room is that there are two levels. You only need to destroy the enemies on the bottom, but you can get health from the HEALTH CHEST above if you really need it. However, you will have to deal with cursed Legionnaires, so be careful.

VIII After the barrier disappears, exit the cave from the other side and use the elevator to go even higher. Save your game, enter the cave and pull the lever. If you aren't paying attention, you may have noticed that the floor has a bunch of holes and is littered with bodies.

IX The gate that contains a block will raise and another gate to the entrance of the cave will close. This is a timed room, and if you take too long, you will die. Pull the block out enough until you can get behind it, and kick it as hard as you can to the left.

X After that kick push it from the back of the block and kick it upward as far as possible. When the box stops, jump on top of it and leap to the ledge of the cliff. Jump over to the ivy, and grab the NECKLACE OF APHRODITE. Don't forget to open the ORB CHEST on the way there. When you have the necklace, the spikes will retract and the door to the exit of the cave will open.

XI Exit the cave and jump on the block to the right. This will take you down to another level of the cliffs. Open the ORB CHEST and make your way around to the right destroying the enemies in your path.

CRANK PLATFORM BRIDGE: INTERIOR

XII Destroy the two satyrs one at a time and use Zeus' fury to take out the undead Archers on the other side. If you are out of magic, use the MAGIC CHEST that is right in front of you.

XIII Jump across the pit to the broken bridge and rotate the crank. This will move both platforms but not permanently. You need to rotate the platforms beyond the point of them being even, so you can jump across when they line up. Follow the path and you will enter another room. Turn the satyr to stone and shatter it, then defeat the two undead Archers and go outside.

CLIFF 3: EXTERIOR

XIV Now that you are outside, replenish your health or magic by opening the MAGIC/HEALTH CHEST and jump up to the right. You will be attacked by three Minotaur Tormentors — destroy them and climb down the ladder.

XV When you reach this bottom area use the Army of Hades to destroy the satyrs and the undead Archers. Open the ITEM CHEST and slide down the rope. At the bottom of the rope enter the cave and defeat the cursed Legionnaires and the Minotaurs.

XVI There is one MAGIC/HEALTH CHEST if you need health or magic. Focus on the cursed Legionnaires, and when you use Hades Revenge, use the triangle button to knock the Minotaur Tormentor down if it connects. Once all the enemies are defeated in that first room, crush the Minotaur Tormentor in the hallway. You will find yourself in a room with some strange shapes.

XVII The object of this puzzle is to fill in the spaces with the available blocks in the room. Once all the pieces are in place, approach the altar and grab the NECKLACE OF HERA. Be sure to use a the small block and the half height block to allow you to jump to the ledge on the left.

1. Move the small block out of the way, and push it up against the vertical block on the left and jump onto it to reach a ledge to the left containing an orb chest, magic/health chest and two item chests.

2. Place the long vertical block on the left side of the room in the farthest slot to the right.
3. On the right side is a block that looks like the top of a question mark. Pull it onto the center circle, and use the crank to rotate the block 90-degrees counter-clockwise. When you are finished, push that block into the spot next to the first block that you place.
4. Grab the T-shaped block on the right, and place it on the circle. Rotate it 90 degrees either way, and place it in the next spot over.
5. To the right of the crank handle is a slightly smaller block — push that block next to the T-shaped block.
6. The final block looks like an upside down L. Push that block onto the circle, rotate it 180 degrees, and place it in the final spot to complete the puzzle.

CLASSICAL MYTHOLOGY: HERA

THE QUEEN OF THE OLYMPIAN DEITIES. SHE IS A DAUGHTER OF CRONUS AND RHEA, AND WIFE AND SISTER OF ZEUS. HERA WAS MAINLY WORSHIPPED AS A GODDESS OF MARRIAGE AND BIRTH. IT IS SAID THAT EACH YEAR HERA'S VIRGINITY RETURNS BY BATHING IN THE WELL CANATHUS. THE CHILDREN OF HERA AND ZEUS ARE THE SMITH-GOD HEPHAESTUS, THE GODDESS OF YOUTH HEBE AND THE GOD OF WAR ARES. ACCORDING TO SOME SOURCES, HER CHILDREN WERE CONCEIVED WITHOUT THE HELP OF A MAN. IN THESE TALES, HERA PRODUCES OFFSPRING EITHER BY SLAPPING HER HAND ON THE GROUND OR BY EATING LETTUCE.

WRITERS REPRESENTED HERA AS CONSTANTLY BEING JEALOUS OF ZEUS' VARIOUS AMOROUS AFFAIRS. SHE PUNISHED HER RIVALS AND THEIR CHILDREN, AMONG BOTH GODDESSES AND MORTALS, WITH IMPLACABLE FURY. SHE PLACED TWO SERPENTS IN THE CRADLE OF HERCULES; SHE HAD IO GUARDED BY A 100-EYED GIANT; SHE DROVE THE FOSTER-PARENTS OF DIONYSUS MAD, AND TRIED TO PREVENT THE BIRTH OF APOLLO AND ARTEMIS. EVEN ZEUS USUALLY COULD NOT STAND UP TO HER. SOMETIMES WHEN HE GOT ANGRY, HE CHAINED HER TO THE MOUNTAIN OF OLYMPUS BY FASTENING ANVILS TO HER FEET. HOWEVER, MOST OF THE TIME ZEUS RESORTED TO STRATAGEMS: HE EITHER HID HIS ILLEGITIMATE CHILDREN, OR HE CHANGED THEM INTO ANIMALS.

XVIII

Now that you have the necklaces, you have to get back up to the top of the cliffs again. Exit the cave, climb the ladder to the right, and jump up onto the wall. Jump over to the third wall over and scale it to the left and downward to reach a MAGIC/HEALTH CHEST.

XV

XIX go up to the top of the wall and grab the orbs in the ITEM CHEST and the ORB CHEST. Latch on to the third wall to reach another ORB CHEST. Return to the wall under the first chest you opened in this area. climb all the way down, scale to the right, and jump over to another wall.

XX climb down this wall and open the ITEM CHEST. finally, drop down to where the satyrs were and go to the left and climb the ladder.

XXI To the right is where you will place the necklaces, but before you do that, go over to the right side and grab the orbs in the ORB CHEST. There is a hidden cave here that leads to a ton of orbs. Destroy the three undead Archers, jump into the pool of water, and after swimming to the end, smash the breakable walls and collect the red orbs out of the three ORB CHESTS.

XXII place the two necklaces on either side of the bridge to activate two sets of moving platforms. use the platforms to reach the top of the cliffs and go to your right. There is an ITEM CHEST and a MAGIC CHEST about halfway up.

XXIII Defeat the enemies, continue to the right, and jump over the rubble. When you reach the bridge, jump to the rope and swing across to the other side of the canyon. climb the wall and pull the lever to ride the elevator up the face of the mountain. continue forward, and you will reach the Architects Tomb.

act IV scene

The Architect's Tomb

Cliff 4 and Architect's Room: Exterior

I there is a switch that, when stepped on, will open a door, but don't worry about that now because that is the last thing that must be done in this section. Jump from platform to platform, but make sure you time your jumps when the blades are out of the way.

II when you reach the other side, go to the right and push up the door. Defeat the Legionnaire captains in the hall and then climb the stairs to the top. There is a MAGIC/HEALTH CHEST in the hallway, but you should save it for later.

I

II

III

Once you reach the top, a Cyclops Tyrant and a bunch of Cerberus seeds will attack. Turn the Cyclops Tyrant stone and then take care of the Cerberus puppies.

IV

Once all the enemies are defeated, climb up the ladder to the left facing the hallway. Break the bars and open to reveal an Orb chest and a **Magic/Health chest**.

V

The ladder in the center leads up to a crane-like device. Walk to the edge of the crane, and then jump over to the balcony on the left. Break through the bars ,and you will find two **Orb chests**. After you have opened the chests, return to the center platform to rotate the crane.

VI

Rotate the crane so that the box is above the cracked ground below. You can tell where the block will fall by looking at its shadow. Release the block by walking to the end of the crane and pulling the lever.

VII

Return to the crank, and rotate it until it's above the switch. Drop the stone onto the switch and jump down to the lower level.

VIII

Defeat the Cyclops Tyrants and grab the statue from the left. Push and kick it into the hole made by the falling block. Go down the hole and push the statue onto the switch. Now comes the tough part! You must return across the moving platforms and blades to press the switch.

IX

You don't have a lot of time before the door closes, so work quickly on getting to the other side. If time is running out when you are near the door, use the roll to get under the bars.

ZEUS' TEMPLE : EXTERIOR

After passing through the door, you will find yourself in the room of the architect. stand behind the corpse to pull the head off, and pass through the doors to reach the outside area before the building that houses pandora's box. if you need more magic use that chest you saved earlier. once you are outside, open the two ORB CHESTS and climb the stairs and enter the building. At the bottom of the winding staircase is the final room. Before you enter the final area you take note of the two chimera statues.

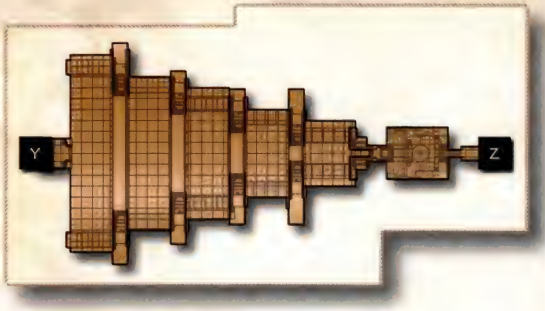
CLASSICAL MYTHOLOGY: CHIMERA

IN GREEK MYTHOLOGY, THE CHIMERA IS A MONSTER, DEPICTED AS AN ANIMAL WITH THE HEAD OF A LION, THE BODY OF A SHE-GOAT, AND THE TAIL OF A DRAGON (SOMETIMES IT HAS MULTIPLE HEADS). IT IS A CHILD OF TYPHON AND ECHIDNA. IT TERRORIZED LYCIA (IN ASIA MINOR), BUT WAS EVENTUALLY KILLED BY THE CORINTHIAN HERO BELLEROPHON.

ZEUS' TEMPLE: INTERIOR

XI Once you pass the pillars, you will need to defeat many enemies before the barriers will drop. Begin by using the Army of Hades and make a beeline to the other end of the room.

XII The reason why you want to be between the ledges is so that the conveyor belt doesn't push you into the rollers, and so that the jets don't kill you. If you have full magic at this point it will only take three Army of Hades magic to win this battle.



XIII The Harpies are simple to defeat, but there are a lot of them. If you see a flame circle, block because a Harpy will do a dive attack. After all of the foes are defeated, go forward into the next room and get **PANDORA'S BOX** by pulling open the crystal chamber.

XI

XII

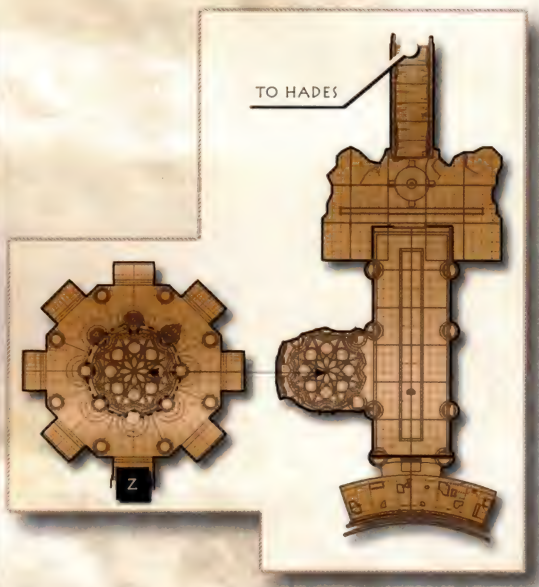
XIII

XIV After the elevator takes you to the bottom of Pandora's Temple, push the box outside of the temple.

MYTHOLOGY: PANDORA'S BOX

IN GREEK MYTHOLOGY, PANDORA WAS THE FIRST WOMAN ON EARTH. ZEUS ORDERED HEPHAESTUS, THE GOD OF CRAFTSMANSHIP, TO CREATE HER AND HE DID, USING WATER AND EARTH. THE GODS ENDOWED HER WITH MANY TALENTS: APHRODITE GAVE HER BEAUTY, APOLLO MUSIC, HERMES PERSUASION, AND SO FORTH. HENCE HER NAME: PANDORA, "ALL-GIFTED."

WHEN PROMETHEUS STOLE FIRE FROM HEAVEN, ZEUS TOOK VENGEANCE BY PRESENTING PANDORA TO EPIMETHEUS, PROMETHEUS' BROTHER. WITH HER, PANDORA HAD A JAR WHICH SHE WAS NOT TO OPEN UNDER ANY CIRCUMSTANCE. IMPELLED BY HER NATURAL CURIOSITY, PANDORA OPENED THE JAR, AND ALL EVIL CONTAINED ESCAPED AND SPREAD OVER THE EARTH. SHE HASTENED TO CLOSE THE LID, BUT THE WHOLE CONTENTS OF THE JAR HAD ESCAPED, EXCEPT FOR ONE THING, WHICH LAY AT THE BOTTOM: HOPE.



ACT V
THE UNDERWORLD

act V scene

The Underworld

HADES, ABOVE THE RIVER STYX

I

Move forward along the bones high above the river Styx. Save your game and replenish your energy using the **MAGIC/HEALTH CHEST** and a **HEALTH CHEST**. Jump across the raised platforms heading right, forward and left until you reach new enemies. If you need some orbs there are **TWO ORB CHESTS** on the way up.

II

Defeat the three enemies and continue up to the next platform. Destroy the three undead Hades captains there. Jump up to the next section, and you will have to deal with the spinning-spiked walkways.

CLASSICAL MYTHOLOGY: THE RIVER STYX

THE RIVER OF WHICH MANY KNOW ITS NAME, WITHOUT KNOWING ITS ORIGIN OR WHAT IT REALLY STOOD FOR. A RIVER THAT SEPARATES THE WORLD OF THE LIVING FROM THE WORLD OF THE DEAD. STYX IS SAID WINDS AROUND HADES (HELL OR THE UNDERWORLD) NINE TIMES. ITS NAME COMES FROM THE GREEK WORD STUGEIN, WHICH MEANS HATE, STYX, THE RIVER OF HATE. THIS RIVER WAS SO RESPECTED BY THE GODS OF GREEK MYTHOLOGY THAT THEY WOULD TAKE LIFE-BINDING OATHS JUST BY MENTIONING ITS NAME, AS REFERENCED IN THE STORY OF BACCHUS-ARIADNE, WHERE JOVE "CONFIRMS IT WITH THE IRREVOCABLE OATH, ATTESTING THE RIVER STYX."

MONSTER : HADES LEGIONNAIRE

HIT POINTS:	200
MAGIC WEAKNESS:	ALL
CS DAMAGE:	SHOULDER THROW
CS KILL:	BACK STAB IMPALE
STONE RESISTANCE:	16,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	LAUNCH, AIR THROW UNTIL DIZZY, CS DAMAGE HOLD DOWN TRIANGLE, AIR THROW UNTIL DIZZY, CS KILL

ORB DROPS	
DEATH	25
DEATH DECAP	30
CS MILK	N/A
CS KILL	30
SHATTER	35
AIR SHATTER	45
MINI-GAME	N/A

THE UNDEAD CAPTAIN HADES IS THE UNDERWORLD VERSION OF THE UNDEAD CAPTAIN. USE THE SAME STRATEGIES TO DEFEAT THEM. DON'T TAKE TOO MANY CHANCES, THOUGH. THEY COUNTER ATTACK QUICKLY AND DISH OUT DAMAGE QUICKLY. HOWEVER, THEY'RE SUSCEPTIBLE TO MEDUSA'S GAZE AND CAN BE SHATTERED.

HADES ROLLERS

III

The secret to navigating this area of rotating columns and spikes is that if you jump, the spinning motion will not affect your momentum. Another important feature to realizes is that the spinning walkways will eventually slow down and even stop momentarily. There is an ITEM CHEST on the right and another ITEM CHEST straight ahead guarded by a undead Archer Hades.

IV

Go right from the ITEM CHEST guarded by the undead Archer Hades to reach an ORB CHEST. You will face another undead Archer Hades on the way, but it should pose no problem.

I

II

MONSTER: HADES ARCHER

HIT POINTS:	50
MAGIC WEAKNESS:	THUNDERBOLT
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	15,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	70
DEATH DECAP	70
CS MILK	1
CS KILL	4
SHATTER	70
AIR SHATTER	70
MINI-GAME	N/A

THESE GUYS ARE ONLY SLIGHTLY STRONGER THAN THE ONES YOU'VE FACED UP TO THIS POINT. THE DIFFERENCE IS THAT THEY CAN FIRE THREE ARROWS AT ONCE. THESE ENEMIES SHOULD BE THE FIRST FOES YOU ELIMINATE IN A GROUP. THEIR VOLLEY OF ARROWS CAN THROW OFF YOUR CONCENTRATION AND COMBOS. IF YOU CAN GET IN CLOSE, GRAB THEN AND SWING THEM INTO THE OTHER MONSTERS.

V Go left from where the ITEM CHEST was guarded by a undead Archer Hades and then forward avoiding the spikes. Near the end of the path you will see a platforms to the right and straight ahead. Go to the right, open the ORB CHEST and follow the path until you reach another ORB CHEST.

VI Return to the main path, and this time go to the platform that was straight ahead. From the edge of this platform you will be able to see a platform to the right as well as three spinning paths. Jump across the path in front of you and go to the next platform at the end. From there, jump over to the spinning path on the right and then to the platform with 2 ORB CHESTS. When you step on the platform a number of Harpy Hades will attack you.

VII After they are defeated jump back onto the beam, over to the platform on the right and over the last spinning beam to reach the next section. You will be attacked by a large number of Harpy Hades at this point. After they are all destroyed jump on the next spinning path to reach the bone path and save your game. Replenish your energy by opening the MAGIC/HEALTH CHEST.

V

VI

VII

MONSTER: HADES HARPY

HIT POINTS:	70
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS KILL:	WING RIP
STONE RESISTANCE:	6,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	70
DEATH DECAP	70
CS MILK	N/A
CS KILL	N/A
SHATTER	70
AIR SHATTER	70
MINI-GAME	N/A

THE BURNING HARPIES BECOME SERIOUS FOES TO RECKON WITH. THEY SWOOP AND ATTACK IN A FAST SUCCESSION THAT CAN MAKE THEM HARD TO HIT. IF YOU GET CLOSE, GRAB ONE OF THEM TO PULL OFF ITS WINGS AND FINISH IT QUICKLY. USE MEDUSA'S GAZE TO EARN BONUS ORBS.

HADES ELEVATION

VIII This next section is tough because of the undead Archer Hades. This is a great time to use the Army of Hades. Jump to the first couple of platforms and then release your magic when the undead Archer Hades are in range. While your souls are taking care of the Archers, jump across the platforms to reach the ledge.

IX When you reach the other side where the archers were, defeat all of the enemies in the four sections. The Minotaurs Hades are very tough, but they can be handled easily by using the Gorgon Flash. After all the enemies are defeated, the barrier will drop and your final obstacle will be the rotating wall. The section on the right has a MAGIC/HEALTH CHEST if you need it.

ELEVATION

MONSTER : HADES MINOTAUR

HIT POINTS:	425
MAGIC WEAKNESS:	N/A
MINI-GAME:	THROAT STAB STRUGGLE
STONE RESISTANCE:	7,000
STONE HIT POINTS:	20
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	LAUNCH, AIR THROW REPEAT

ORB DROPS	
DEATH	70
DEATH DECAP	70
CS MILK	N/A
CS KILL	N/A
SHATTER	70
AIR SHATTER	70
MINI-GAME	70

THESE GUYS ARE SIMILAR TO THE TORMENTORS EXCEPT THEY ARE EASIER TO TURN TO STONE. TAKE ADVANTAGE OF THIS FEATURE TO MAKE THIS PARTICULAR SECTION OF THE GAME EASIER.

X

To climb the spiked column, remember that the spikes are the only things that can hurt you, meaning that you can hug the sides without being crushed. Also, don't be afraid to be aggressive and jump up when you see a large opening.

XI

After reaching the top of the first column open the **ORB CHEST**, replenish your energy with the **MAGIC/HEALTH CHEST**, and destroy the undead Archer Hades. Scale the second column and save your game. There is a **HEALTH** and **MAGIC CHEST** that you will want to use to make sure you are full for the next big battle.

XII Jump up the raised platforms, and you will reach a new area. The left path leads to the next section while and the right leads to and **ORB CHEST**.

XIII This is the last part of the underworld, and to advance, you will need to defeat 11 satyr Hades. You should have full magic at this point so use Medusa's gaze. using this magic will get rid of these guys very quickly. If you run low on magic, you can get more from the **MAGIC/HEALTH CHEST** in this area. There is also a **HEALTH CHEST** on the right.

X

XI

XIV Once you have won this battle, jump across the raised platforms and open the **TWO ORB CHESTS** on either side. Destroy the undead Archer Hades and continue to the top. When you see a rope appear, jump on the stone and climb up the rope. When you reach the top, you will find yourself back in the Temple of the Oracle.

XIV

ACT VI
RETURN TO ATHENS

act VI scene

The Temple of the Oracle

Destroyed Oracle Temple, Puzzle

I

The temple of the oracle is in ruins, and the path is straightforward. After replenishing your energy with the **Health** and **Magic Chests**, go up the stairs until you reach the room once occupied by Harpies.

II

You must defeat the cyclops Enforcers followed by several Minotaur fighters. After the barrier disappears, go up the stairs to the left, defeat the undead Archers and the Gorgon Assassin. Enter the next area and defeat the undead Archers from a distance using Zeus's Fury or Army of Hades.

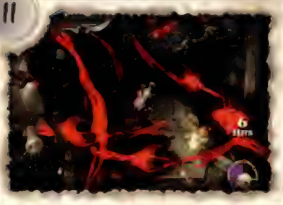
III

Cross over the rubble, refill your magic by using the **Magic/Health Chest**, and go into the hallway on the left. Up the stairs you will be attacked by Minotaurs and a little further down, undead Archers. Don't worry about conserving your magic at this point, because you will get refilled before the final battle.

IV

You will arrive in the courtyard where you saved the oracle earlier in the game. Save your game and walk down the hall. Open the **two Orb Chests**, **Magic Chest** and **Health Chest**, then go down the stairs to reach the final battle.

II



III

IV

ACT VII
BATTLE WITH A GOD

act VII scene

Battle with a God

Boss: Ares, God of War

Hit Points:	4,000
Magic Weakness:	Army of Hades
Stone Resistance:	N/A
Stone Hit Points:	N/A
Stone Escape Time:	N/A
Defense Tactic:	Block, Parry
Throw Conditions:	Low Health
Speed Kill Tactic:	N/A

Orb Drops	
Death	9,000+
Death Decap	N/A
CS Milk	N/A
CS Kill	N/A
Shatter	N/A
Air Shatter	N/A
Mini-Game	N/A

I The first part of the battle is not too difficult, if you know when to attack and when to dodge. Start off the fight with Army of Hades, and then continue to attack relentlessly. This massive attack should drop his life by a good chuck, and if you were aggressive with your attacks, you should gain back nearly all your magic. Also, Ares will telegraph when he attacks by turning to the side slightly, spin his hammer, or raise his hammer over his head.

I

I

II when he raises his Hammer over his head, you need to dodge it. This move is unblockable and even avoiding it requires some quick reflexes. Luckily the rest of his attacks are blockable, including his axe attacks and his long-range spikes from his back. Ares is fond of two-hit combos, so when he spins his hammer block, continue to block after first hit, because he will follow that up with a large flame attack.

II

II

CLASSICAL MYTHOLOGY: ARES

ARES, THE GREEK GOD OF WAR, IS TALL AND HANDSOME, BUT VAIN AND AS CRUEL AS HIS BROTHER HEPHAESTUS WAS KIND. HIS SISTER ERIS, THE GODDESS OF STRIFE, IS HIS CONSTANT COMPANION, BUT HE IS ALSO ATTENDED BY HIS SONS DEIMOS AND PHOBOS, AS WELL AS ENYO, AN OLD WAR GODDESS.

WHEN ARES HEARD THE CLASHING OF ARMS, HE GRINNED WITH GLEE, PUT ON HIS GLEAMING HELMET, AND LEAPT INTO HIS WAR CHARIOT. BRANDISHING HIS SWORD, HE RUSHED INTO THE THICK OF BATTLE, NOT CARING WHO WON OR LOST AS LONG AS BLOOD WAS SHED. A VICIOUS CROWD FOLLOWED AT HIS HEELS, CARRYING WITH THEM PAIN, PANIC, FAMINE AND OBLIVION. ONCE IN A WHILE, ARES WAS WOUNDED. HE WAS IMMORTAL, BUT WHENEVER HE WOULD GET HURT, HE WOULD RUN BACK TO HIS FATHER, ZEUS AND WAS HEALED. NEEDLESS TO SAY, ZEUS WAS VERY DISGUSTED WITH HIS SON. ARES WAS MAINLY WORSHIPPED IN THRACIA, A REGION KNOWN FOR ITS FIERCE PEOPLE.

III

Later on in the battle, he will sink into the ground and rise into the air aflame. Use Zeus' fury to bring him down quickly.

III

IV

The "safest" overall strategy is to dodge his unblockable strike and simply block and counter attack after each move. Block his attack will push you back, but the incredible range of the Blades of Chaos will allow you to strike him safely from a great distance. When enough damage is done to Ares, you will see the Circle button prompt. Grab him and mash Circle during the test of strength.

After overpowering him, Kratos will jump on top of Ares, and to defeat him, you must complete the mini-game. Make sure you stop pressing the Circle button when you jump up, or you may abort the first movement of the mini-game.

IV

BOSS: KRATOS DOPPELGÄNGERS

V

The object is to defeat all of the Kratos clones attacking his wife and child. If Kratos or his family dies, the game is over. If your wife and child start losing health, stand near them and press the circle button to hug them and transfer your life to them.

VI

Concentrate on defending your wife and child by staying near them and lashing out in the direction of the closest enemy. If you are low on magic, use moves that can affect multiple enemies and knock them off their feet. If you have Poseidon's Rage leveled up, you can rack up an amazing combo. In fact, if your Rage of the Gods meter is full, you can use Poseidon's Rage, trigger Rage of the Gods, and continue to zap your enemies with the infinite magic for the duration that Rage of the Gods is in effect (Athena's Blessing). This is only possible if you have upgraded your blades to level 5.

V

VI

BOSS: ARES, GOD OF WAR (WITH SWORD)

VII You no longer have the Blades of Chaos or any of the powers of the gods, but you do have the Blade of the gods. You have only four moves but your main focus will be on defense. You can attack normally with the square and triangle button but Zeus' gift works great. Use Zeus' gift after blocking Ares attacks.

VIII When Ares does the attack where his sword goes into the ground, roll away to avoid becoming crushed.

IX At some point your swords will clash. Win the power struggle by mashing on the circle button and attack to unleash a devastating move. The power bar fluctuates depending on who has the advantage in battle. When his energy goes to zero, you have won the battle.

VII

VIII

IX

WALK-THROUGH
ACT I
ACT II
ACT III
ACT IV
ACT V
ACT VI
ACT VII
ACT VIII

HIT POINTS:	1,500
TOTAL HEALTH METER:	3,000

NOTE: ARES AND KRATOS SPLIT THE 3,000 TO BEGIN WITH, THUS EACH HAS 1500. THE METER WORKS LIKE A TUG OF WAR.

MAGIC WEAKNESS:	N/A
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	N/A
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

ACT VIII
MOUNT OLYMPUS

act VIII scene

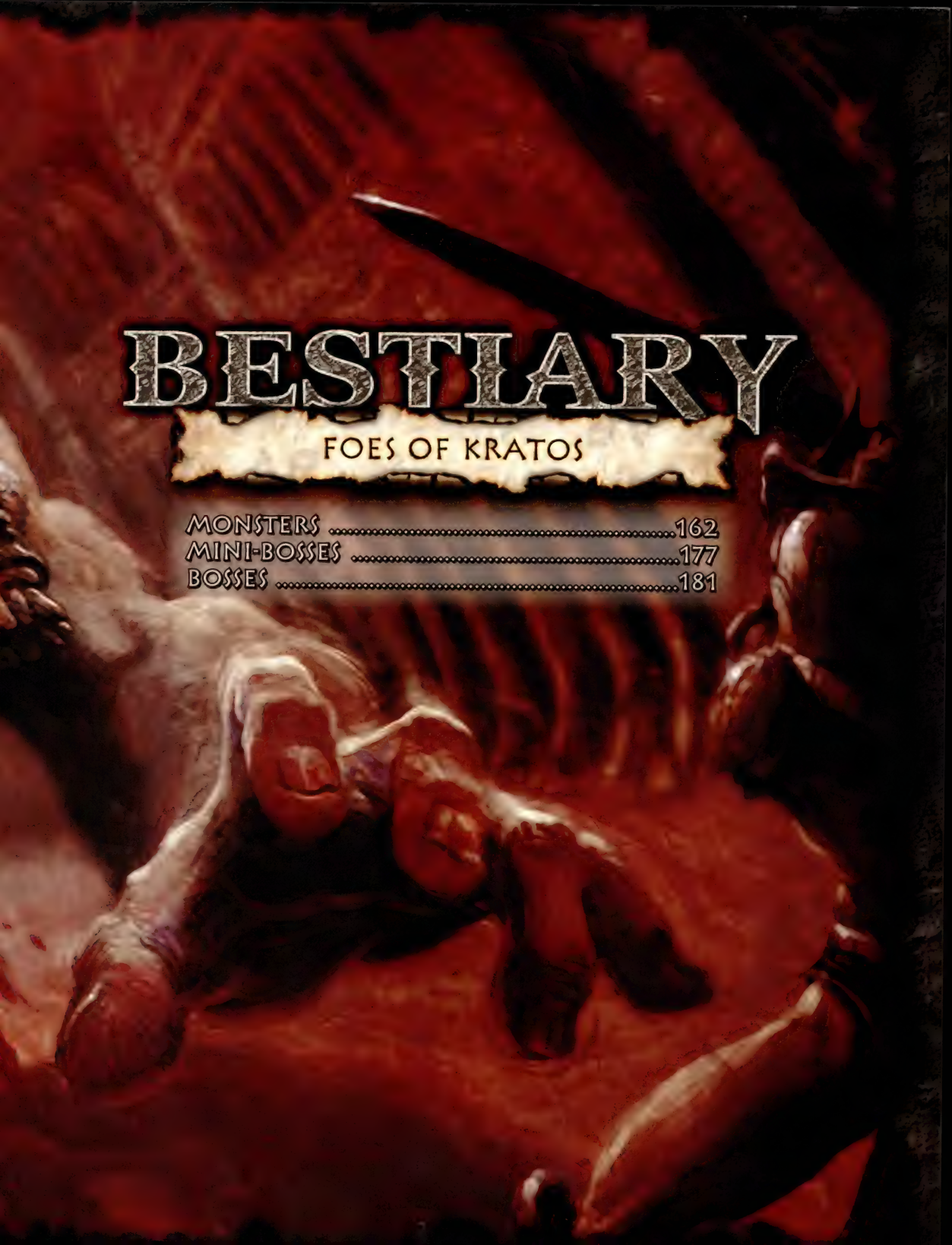
Mount Olympus

Claiming the Throne

1 You will begin at the top of Suicide Bluff. Enter the portal to go to Olympus, and go to the top of the stairs to reach the temple itself.

11 Save your game and examine the statues of the Minotaur and Ares. The two statues of your fallen foes are more than a testament to your skills; they are here for a special reason....

11



BESTIARY

FOES OF KRATOS

MONSTERS 162
MINI-BOSSES 177
BOSSES 181

MONSTER : CYCLOPS ENFORCER

HIT POINTS:	130
MAGIC WEAKNESS:	MIGHT OF ZEUS
MINI-GAME:	EYE IMPALE
STONE RESISTANCE:	20,000
STONE HIT POINTS:	20
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	TANK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	50 (100% CHANCE 10-20 HP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	75
AIR SHATTER	N/A
MINI-GAME	150 (100% CHANCE 10-20 HEALTH POINTS)

THIS LARGE CREATURE CAN TAKE A LOT OF DAMAGE BEFORE THE PROMPT WILL APPEAR TO ENTER THE MINI-GAME THAT WILL KILL IT. AVOID THE LARGE, SPIKED BALL BY ROLLING OUT OF THE WAY AFTER DISHING OUT A FEW QUICK ATTACKS.

MONSTER : CYCLOPS BRUTE

HIT POINTS:	300
MAGIC WEAKNESS:	MIGHT OF ZEUS
MINI-GAME:	EYE PULL
STONE RESISTANCE:	14,000
STONE HIT POINTS:	15
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	TANK
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	75 (100% CHANCE 20 HP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	100
AIR SHATTER	N/A
MINI-GAME	25

A STRONGER VERSION OF THE CYCLOPS, THIS BEAST DOESN'T HAVE THE RANGE OF ITS BALL-WIELDING COUSIN, BUT IT IS FASTER ON THE DRAW. YOU CAN ONLY GET A FEW HITS IN ON THIS BEAST BEFORE IT COUNTER ATTACKS. STICK AND MOVE!

MONSTER : CYCLOPS DESERT KING

HIT POINTS:	350
MAGIC WEAKNESS:	MIGHT OF ZEUS
MINI-GAME:	CHEST IMPALE SLIDE
STONE RESISTANCE:	25,000
STONE HIT POINTS:	25
STONE ESCAPE TIME:	3 SECONDS
DEFENSE TACTIC:	TANK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	100 (100% CHANCE 30 HP AND 10 MP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	125
AIR SHATTER	N/A
MINI-GAME	210 (100% CHANCE 30 HP)

THE TOUGHEST VERSION OF ITS TYPE. LUCKILY THESE BIG MONSTERS DON'T PURSUE YOU VERY MUCH. IF YOU ARE FAR AWAY SET UP A PLUME OF PROMETHEUS TO HIT ON THE LAST MOVE. OTHERWISE, DODGE TO THE SIDE AND USE QUICK ATTACKS TO CHIP AWAY.

MONSTER : SATYR

HIT POINTS:	350
MAGIC WEAKNESS:	ARMY OF HADES
CS DAMAGE:	BLOODY UPPERCUT
CS KILL:	STAFF IMPALE
STONE RESISTANCE:	12,000
STONE HIT POINTS:	25
STONE ESCAPE TIME:	4 SECONDS
DEFENSE TACTIC:	BLOCK, PARRY, EVADE
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	80
DEATH DECAP	100
CS MILK	N/A
CS KILL	100
SHATTER	100
AIR SHATTER	110
MINI-GAME	N/A

THE SATYR IS A VERY STRONG AND QUICK MONSTER WITH GREAT DEFENSIVE ABILITIES. WHILE YOU CAN LAUNCH IT AIRBORNE AND ATTACK WITH THE PLUME OF PROMETHEUS, YOUR BEST WEAPON AGAINST IT IS MEDUSA'S GAZE.

MONSTER : HADES SATYR

HIT POINTS:	300
MAGIC WEAKNESS:	ARMY OF HADES
CS DAMAGE:	BLOODY UPPERCUT
CS KILL:	STAFF IMPALE
STONE RESISTANCE:	18,000
STONE HIT POINTS:	25
STONE ESCAPE TIME:	4 SECONDS
DEFENSE TACTIC:	BLOCK, PARRY, EVADE
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	80 (100% CHANCE 20 HP AND 6-9 MP)
DEATH DECAP	70
CS MILK	N/A
CS KILL	70
SHATTER	70
AIR SHATTER	70
MINI-GAME	N/A

THESE WERE TOUGH BEFORE AND NOW THEY ARE REALLY DIFFICULT TO TACKLE. THEIR SPEED AND DEFENSIVE MANEUVERS MAKE THEM A PRIMARY CANDIDATE FOR ANY FORM OF MAGIC. IF YOU ARE LOW ON MAGICAL ENERGY TRY USING ZEUS' FURY BUT THEY WILL LEARN FAST AND BLOCK AFTER A WHILE.

MONSTER : MINOTAUR GRUNT

HIT POINTS:	90
MAGIC WEAKNESS:	N/A
MINI-GAME:	THROAT STAB STRUGGLE
STONE RESISTANCE:	6,000
STONE HIT POINTS:	7
STONE ESCAPE TIME:	5,000
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	LAUNCH, AIR THROW REPEAT

ORB DROPS	
DEATH	25
DEATH DECAP	35
CS MILK	N/A
CS KILL	N/A
SHATTER	30
AIR SHATTER	40
MINI-GAME	100% CHANCE 30 HP

THESE ENEMIES ARE STOUT BUT LOWER LEVEL GRUNT MONSTERS. THEY CAN BE JUGGLED WITH MANY COMBOS AND SHOULDN'T PROVIDE TOO MUCH CHALLENGE. THEY HAVE LIMITED RANGE, SO SET UP YOUR ATTACKS AND LEAD INTO THEM WITH COMBOS.

MONSTER : MINOTAUR HAMMER GRUNT

HIT POINTS:	160
MAGIC WEAKNESS:	N/A
MINI-GAME:	THROAT STAB STRUGGLE
STONE RESISTANCE:	9,000
STONE HIT POINTS:	26
STONE ESCAPE TIME:	5,000
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	LAUNCH, AIR THROW REPEAT

ORB DROPS	
DEATH	40
DEATH DECAP	47
CS MILK	N/A
CS KILL	N/A
SHATTER	47
AIR SHATTER	55
MINI-GAME	100% CHANCE 30 HP

THE HAMMER TYPE MINOTAURS ARE DANGEROUS FROM MID RANGE. THEIR HAMMER ATTACKS CAN SEND SHOCKWAVES THAT MAKE THEM HARD TO DEAL WITH. LEAD IN WITH A PLUME OF PROMETHEUS TO TAKE THEM OFF THEIR FEET.

MONSTER : MINOTAUR WARRIOR

HIT POINTS:	275
MAGIC WEAKNESS:	N/A
MINI-GAME:	THROAT STAB STRUGGLE
STONE RESISTANCE:	9,000
STONE HIT POINTS:	20
STONE ESCAPE TIME:	5,000
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	LAUNCH, AIR THROW REPEAT

ORB DROPS	
DEATH	35
DEATH DECAP	45
CS MILK	N/A
CS KILL	N/A
SHATTER	45
AIR SHATTER	50
MINI-GAME	100% CHANCE 30 HP

THESE ARE THE SAME TYPE BUT TOUGHER VERSIONS OF AND THEIR BLUE FURRED BROTHERS. THEY CAN BE TOUGH TO HANDLE IN GROUPS SO USE MEDUSA'S GAZE TO PETRIFY THESE BEASTS AND SHATTER THEM AS QUICKLY AS YOU CAN.

MONSTER : MINOTAUR TORMENTOR

HIT POINTS:	600
MAGIC WEAKNESS:	N/A
MINI-GAME:	THROAT STAB STRUGGLE
STONE RESISTANCE:	12,000
STONE HIT POINTS:	20
STONE ESCAPE TIME:	5,000
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	LAUNCH, AIR THROW REPEAT

ORB DROPS	
DEATH	55
DEATH DECAP	60
MILK	N/A
KILL	N/A
SHATTER	50
AIR SHATTER	70
MINI-GAME	100% CHANCE 30 HP

THE EXTRA ARMOR ON THESE MINOTAURS MAKES THEN A FORCE TO BE RECKONED WITH. THEY ARE TOUGHER AND MORE AGGRESSIVE, AND WILL CHARGE YOU IF YOU ARE TOO CLOSE. LIKE ANY BIG ENEMY, FREEZE AND SHATTER THEM IF YOU CAN.

MONSTER : HADES MINOTAUR

HIT POINTS:	425
MAGIC WEAKNESS:	N/A
MINI-GAME:	THROAT STAB STRUGGLE
STONE RESISTANCE:	7,000
STONE HIT POINTS:	20
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	LAUNCH, AIR THROW REPEAT

ORB DROPS	
ATH	70
ATH DECAP	70
MILK	N/A
KILL	N/A
HATTER	70
AIR SHATTER	70
MINI-GAME	70

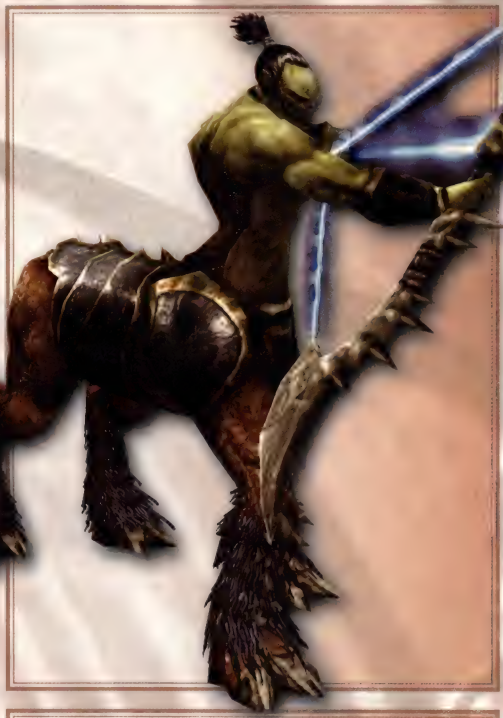
THESE GUYS ARE SIMILAR TO THE TORMENTORS EXCEPT THEY ARE EASIER TO TURN TO STONE. TAKE ADVANTAGE OF THIS FEATURE TO MAKE THIS PARTICULAR SECTION OF THE GAME EASIER.

MONSTER : CENTAUR

HIT POINTS:	165
MAGIC WEAKNESS:	BLADE OF ARTEMIS
CS DAMAGE:	SHOULDER TOSS
CS KILL:	LEG CHOP IMPALE
STONE RESISTANCE:	11,500
STONE HIT POINTS:	10
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK, PARRY
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	LAUNCH, AIR THROW UNTIL DIZZY, CS GRAB, HOLD TRIANGLE, AIR THROW UNTIL DIZZY, CS KILL

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

CENTAURS ARE VERY TOUGH DUE TO THEIR SPEED, AGILITY AND AGGRESSIVE COUNTER ATTACKS. WHEN THEY BLOCK YOUR ATTACKS, ROLL AWAY TO AVOID BEING HIT. THEY HAVE A BAD HABIT OF SURROUNDING YOU. WATCH THEM CLOSELY, AND YOU WILL SEE THEIR BOWS WILL BEGIN TO GLOW WHITE BEFORE THEY FIRE AT YOU.



MONSTER : CERBERUS BREEDER

HIT POINTS:	400/800
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS DAMAGE:	JAW SLICE
CS KILL:	HEAD IMPALE
STONE RESISTANCE:	10,000
STONE HIT POINTS:	25
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	EVADE, TANK
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	50
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	60
SHATTER	60
AIR SHATTER	85
MINI-GAME	N/A

THESE ARE THE FULL-GROWN, THREE-HEADED DOGS. LOOK OUT FOR ITS LUNGING ATTACKS AND FIREBALL ATTACKS. YOU MUST DEFEAT THEM QUICKLY (USE MEDUSA'S GAZE), OR THESE GUYS WILL CONTINUE TO PRODUCE A CEREBUS PUPPY.

MONSTER : GORGON

HIT POINTS:	80
MAGIC WEAKNESS:	POSEIDON'S RAGE
MINI-GAME:	HEAD RIP
STONE RESISTANCE:	N/A
STONE HIT POINTS:	N/A
STONE ESCAPE TIME:	N/A
DEFENSE TACTIC:	EVADE
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	SQUARE, SQUARE, TRIANGLE (REPEAT)

ORB DROPS	
DEATH	20/30 VARIABLE
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	28 MP

THE GORGON'S ARE QUICK AND LETHAL. THEY ARE ALWAYS THE FIRST PRIORITY IN A MIXED FIGHT. ATTACK THEM WITH ANY SHORT COMBO THAT WILL KNOCK THEM DOWN AND KEEP THEM FROM USING THEIR GAZE.

MONSTER : GORGON ASSASSIN

HIT POINTS:	135/270
MAGIC WEAKNESS:	POSEIDON'S RAGE
MINI-GAME:	HEAD RIP
STONE RESISTANCE:	N/A
STONE HIT POINTS:	N/A
STONE ESCAPE TIME:	N/A
DEFENSE TACTIC:	EVADE
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	SQUARE, SQUARE, TRIANGLE (REPEAT)

ORB DROPS	
DEATH	35/55 VARIABLE
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	41 MP

THE SECOND LEVEL GORGON'S HAVE A STRONGER GAZE, AND YOU MUST USE THE PLUME OF PROMETHEUS TO BREAK IT. THESE ARE QUICK AND FIERCE ENEMIES – DON'T HOLD BACK ON YOUR MAGIC WHEN YOU ENCOUNTER THEM.

MONSTER : TEMPLE SIREN

HIT POINTS:	100
MAGIC WEAKNESS:	MIGHT OF ZEUS
CS DAMAGE:	HEAD BASH
CS KILL:	CHEST IMPALE TOSS
STONE RESISTANCE:	8,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	.5 SECONDS
DEFENSE TACTIC:	EVADE
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	LAUNCH, AIR THROW UNTIL DIZZY, CS GRAB (REPEAT)

ORB DROPS	
DEATH	20 (100% CHANCE 10 HP AND 3 MP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	20 (15% CHANCE 20 HP 100% CHANCE 9 MP)
SHATTER	45
AIR SHATTER	55
MINI-GAME	N/A

THESE ARE THE TOUGH VERSION OF THE SIRENS YOU ENCOUNTER AT THE END OF THE DESERT STAGE. YOU WILL NEED TO DO A SUBSTANTIAL AMOUNT OF DAMAGE INCLUDING MULTIPLE GRABS WITH WHEN THE CIRCLE PROMPT APPEARS. TRY TO GATHER AS MANY OF THEM AND OTHER ENEMIES TOGETHER AND USE A POWERED UP POSEIDON'S RAGE TO SOFTEN THEM UP.

MONSTER : WRAITH OF ATHENS

HIT POINTS:	40
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS DAMAGE:	STUCK UPPERCUT
CS KILL:	BEHEADING
STONE RESISTANCE:	3,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	BOUNCE, AIR CATCH REPEATED, CS KILL

ORB DROPS	
DEATH	15
DEATH DECAP	20
CS MILK	N/A
CS KILL	25
SHATTER	25
AIR SHATTER	30
MINI-GAME	N/A

THE BEST WAY TO TAKE OUT THE ELUSIVE SKELETONS IS TO BLOCK WHEN THEY POP OUT OF THE GROUND AND GRAB THEM. LAUNCH THEM UP INTO THE AIR AND PRESS X TO GRAB THEM IN THE AIR AND SLAM THEM DOWN REPEATEDLY.

MONSTER : DESERT WRAITH

HIT POINTS:	120
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS DAMAGE:	STUCK UPPERCUT
CS KILL:	BEHEADING
STONE RESISTANCE:	4,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	BOUNCE, AIR CATCH REPEATED, CS KILL

ORB DROPS	
DEATH	30 (100% CHANCE 10-20 HP AND 3-6 MP)
DEATH DECAP	40
CS MILK	N/A
CS KILL	45
SHATTER	40
AIR SHATTER	50
MINI-GAME	N/A

USE THE SAME TECHNIQUE OF GRABBING THEM AND SLAMMING THEM TO THE GROUND AS THEIR WEAKER BROTHERS. HOWEVER, YOU HAVE TO BE A LOT QUICKER WITH THESE FOES, BECAUSE THEY ARE FASTER AND MORE POWERFUL, ESPECIALLY IN GROUPS.

MONSTER : UNDEAD ARCHER

HIT POINTS:	10
MAGIC WEAKNESS:	ZEUS' FURY
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	2,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	2
DEATH DECAP	4
CS MILK	1
CS KILL	4
SHATTER	4
AIR SHATTER	6
MINI-GAME	N/A

THESE ENEMIES ARE WEAK UNDEAD CREATURES THAT ONLY TAKE A FEW QUICK HITS TO DISPATCH. ELIMINATE THEM QUICKLY TO AVOID GETTING CAUGHT IN CROSSFIRE.

MONSTER : CURSED ARCHER

HIT POINTS:	20
MAGIC WEAKNESS:	ZEUS' FURY
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	10,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	4
DEATH DECAP	8
CS MILK	1
CS KILL	4
SHATTER	8
AIR SHATTER	12
MINI-GAME	N/A

THESE ARCHERS USUALLY SEEK OUT A GOOD VANTAGE POINT TO BOMBARD YOU WITH A VOLLEY OF ARROWS. USE ZEUS'S FURY WHEN THEY ARE TOO FAR TO GET TO QUICKLY TO AVOID TAKING TOO MANY UNNECESSARY SHOTS.

MONSTER : HADES ARCHER

HIT POINTS:	50
MAGIC WEAKNESS:	ZEUS' FURY
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	15,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	70
DEATH DECAP	70
CS MILK	1
CS KILL	4
SHATTER	70
AIR SHATTER	70
MINI-GAME	N/A

THESE GUYS ARE ONLY SLIGHTLY STRONGER THAN THE ONES YOU'VE FACED UP TO THIS POINT. THE DIFFERENCE IS THAT THEY CAN FIRE THREE ARROWS AT ONCE. THESE ENEMIES SHOULD BE THE FIRST FOES YOU ELIMINATE IN A GROUP. THEIR VOLLEY OF ARROWS CAN THROW OFF YOUR CONCENTRATION AND COMBOS. IF YOU CAN GET IN CLOSE, GRAB THEN AND SWING THEM INTO THE OTHER MONSTERS.

MONSTER : UNDEAD LEGIONNAIRE

HIT POINTS:	20/30
MAGIC WEAKNESS:	ALL
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	1,500
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	3
DEATH DECAP	10
CS MILK	1
CS KILL	4
SHATTER	5
AIR SHATTER	10
MINI-GAME	N/A

THE FIRST UNDEAD LEGIONNAIRES YOU ENCOUNTER ARE NOT EXACTLY THE BIGGEST OF THREATS, BUT THEY DO TRAVEL IN LARGE NUMBERS, SO DON'T DISMISS THEM. USE GROUND-SMASHING COMBOS TO KNOCK GROUPS OF THEM TO THE FLOOR.

MONSTER : FALLEN LEGIONNAIRE

HIT POINTS:	160
MAGIC WEAKNESS:	ALL
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	8,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	3.5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	15
DEATH DECAP	20
CS MILK	1
CS KILL	19
SHATTER	20
AIR SHATTER	30
MINI-GAME	N/A

THE TOUGHEST OF THE UNDEAD SOLDIERS THEY ARE STILL SUSCEPTIBLE TO POSEIDON'S RAGE. HOWEVER, THEY ARE A LOT MORE RESILIENT AND THEY CAN ATTACK WITH LARGE LEAPING ATTACKS THAT CAN TAKE YOU OFF GUARD.

MONSTER : CURSED LEGIONNAIRE

HIT POINTS:	80
MAGIC WEAKNESS:	ALL
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	5,500
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	5 (30% CHANCE TO HP)
DEATH DECAP	12
CS MILK	1
CS KILL	7
SHATTER	10
AIR SHATTER	15
MINI-GAME	N/A

YOU MUST USE THE PLUME OF PROMETHEUS TO SHATTER THEIR SHIELDS. ONCE THEY ARE UNARMED, THEY CAN BE TREATED LIKE ANY OF THE OTHER UNDEAD HORDES.

MONSTER : MAGIC LEGIONNAIRE

HIT POINTS:	80/160
MAGIC WEAKNESS:	ALL
CS DAMAGE:	ORB MILK PUNCH
CS KILL:	360 TOSS, CHEST RIP, TAKEDOWN STAB
STONE RESISTANCE:	5,500
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	SHIELD SHATTER, CS KILL

ORB DROPS	
DEATH	10
DEATH DECAP	20
CS MILK	1
CS KILL	14
SHATTER	15
AIR SHATTER	25
MINI-GAME	N/A

YOU MUST USE THE PLUME OF PROMETHEUS TO SHATTER THEIR SHIELD. ONCE THEY ARE UNARMED THEY CAN BE TREATED LIKE ANY OF THE OTHER UNDEAD HORDES.

MONSTER : LEGIONNAIRE CAPTAIN

HIT POINTS:	200
MAGIC WEAKNESS:	ALL
CS DAMAGE: CS KILL:	SHOULDER THROW BACK STAB IMPALE
STONE RESISTANCE: STONE HIT POINTS: STONE ESCAPE TIME:	10,000 1 5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	LAUNCH, AIR THROW UNTIL DIZZY, CS DAMAGE HOLD DOWN TRIANGLE, AIR THROW UNTIL DIZZY, CS KILL

ORB DROPS	
DEATH	25
DEATH DECAP	30
CS MILK	N/A
CS KILL	30
SHATTER	35
AIR SHATTER	45
MINI-GAME	N/A

THE TOUGHEST OF THE UNDEAD THESE ENEMIES ARE STILL SUSCEPTIBLE TO JUGGLES WITH APOLLO'S ASCENSION. ONCE THEY ARE OFF THEIR FEET THEY CAN BE THROWN IN THE AIR.

MONSTER : HADES LEGIONNAIRE

HIT POINTS:	200
MAGIC WEAKNESS:	ALL
CS DAMAGE: CS KILL:	SHOULDER THROW BACK STAB IMPALE
STONE RESISTANCE: STONE HIT POINTS: STONE ESCAPE TIME:	16,000 1 5 SECONDS
DEFENSE TACTIC:	BLOCK
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	LAUNCH, AIR THROW UNTIL DIZZY, CS DAMAGE HOLD DOWN TRIANGLE, AIR THROW UNTIL DIZZY, CS KILL

ORB DROPS	
DEATH	25
DEATH DECAP	30
CS MILK	N/A
CS KILL	30
SHATTER	35
AIR SHATTER	45
MINI-GAME	N/A

THE UNDEAD CAPTAIN HADES IS THE UNDERWORLD VERSION OF THE UNDEAD CAPTAIN. USE THE SAME STRATEGIES TO DEFEAT THEM. DON'T TAKE TOO MANY CHANCES, THOUGH. THEY COUNTER ATTACK QUICKLY AND DISH OUT DAMAGE QUICKLY. HOWEVER, THEY'RE SUSCEPTIBLE TO MEDUSA'S GAZE AND CAN BE SHATTERED.

MONSTER : HARPY

HIT POINTS:	15
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS KILL:	WING RIP
STONE RESISTANCE:	1,500
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	2
DEATH DECAP	6
CS MILK	N/A
CS KILL	N/A
SHATTER	5
AIR SHATTER	10
MINI-GAME	N/A

THESE ARE "NUISANCE ENEMIES" THAT DON'T DO MUCH DAMAGE BUT ATTACK IN LARGE GROUPS. ANY QUICK ATTACK WILL TAKE THEM OUT PRETTY FAST. DON'T SPEND TOO MUCH TIME COMBOING THEM, BECAUSE THEY AREN'T VERY STRONG.

MONSTER : FIRE HARPY

HIT POINTS:	20
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS KILL:	WING RIP
STONE RESISTANCE:	5,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	12
DEATH DECAP	15
CS MILK	N/A
CS KILL	N/A
SHATTER	15
AIR SHATTER	20
MINI-GAME	N/A

THE SECOND LEVEL HARPY IS NOT ONLY TOUGHER BUT IT IS A DIVING ATTACK THAT CAN REALLY THROW YOU OFF IN A GROUP. BECAUSE THESE ARE STILL "UNARMORED MONSTERS" THEY DON'T TAKE MUCH DAMAGE AND SHOULD BE THE FIRST THING YOU DESTROY.

MONSTER : HADES HARPY

HIT POINTS:	70
MAGIC WEAKNESS:	MEDUSA'S GAZE
CS KILL:	WING RIP
STONE RESISTANCE:	6,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	70
DEATH DECAP	70
CS MILK	N/A
CS KILL	N/A
SHATTER	70
AIR SHATTER	70
MINI-GAME	N/A

THE BURNING HARPIES BECOME SERIOUS FOES TO RECKON WITH. THEY SWOOP AND ATTACK IN A FAST SUCCESSION THAT CAN MAKE THEM HARD TO HIT. IF YOU GET CLOSE, GRAB ONE OF THEM TO PULL OFF ITS WINGS AND FINISH IT QUICKLY. USE MEDUSA'S GAZE TO EARN BONUS ORBS.

MONSTER : CERBERUS OFFSPRING

HIT POINTS:	80
MAGIC WEAKNESS:	MIGHT OF ZEUS
CS DAMAGE:	N/A
CS KILL:	N/A
STONE RESISTANCE:	3,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GERERAL
SPEED KILL TACTIC:	REPEATED CS GRABS, CS KILL

ORB DROPS	
DEATH	5 (15% CHANCE 10 HP)
DEATH DECAP	10
CS MILK	N/A
CS KILL	10 (100% CHANCE 20 HP)
SHATTER	10
AIR SHATTER	15
MINI-GAME	N/A

THESE LITTLE PUPPIES SEEM CUTE BUT THEY ARE MORE THAN AN ANNOYANCE ENEMY. THEY ARE NOT VERY RESILIENT BUT THEY USUALLY APPEAR IN LARGE GROUPS. COMBO THEM QUICKLY TO DISPOSE OF THEM BEFORE THEY REACH FULL SIZE.

MONSTER : CERBERUS SEED

HIT POINTS:	40/200
MAGIC WEAKNESS:	MIGHT OF ZEUS
CS DAMAGE:	N/A
CS KILL:	N/A
STONE RESISTANCE:	3,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GEREAL
SPEED KILL TACTIC:	REPEATED CS GRABS, CS KILL

ORB DROPS	
DEATH	5 (15% CHANCE 10 HP)
DEATH DECAP	10
CS MILK	N/A
CS KILL	10 (100% CHANCE 20 HP)
SHATTER	10
AIR SHATTER	15
MINI-GAME	N/A

ONCE AGAIN THE CUTE PUPPIES ARE A LOT MORE TROUBLE THAN THEY APPEAR. THESE HIGHER-LEVEL PUPS ARE PRETTY TOUGH AND NEED TO BE ELIMINATED QUICKLY. TOSS THEM INTO TO EACH OTHER TO OCCUPY SEVERAL AT A TIME AND PREVENT THEIR SPINNING ATTACKS.

MINI-BOSS : HYDRA HEAD, HALL

HIT POINTS:	325
MAGIC WEAKNESS:	N/A
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	N/A
SPEED KILL TACTIC:	N/A
DEATH DIZZY:	200
REGEN:	260

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

THE FIRST APPEARANCE OF THIS BEAST IS DESIGNED TO TEACH YOU HOW TO HANDLE THESE MASSIVE TYPES OF MONSTERS. SIMPLY BLOCK ITS SNAPPING ATTACKS, WHICH WILL PUSH YOU BACK, AND ROLL OR MOVE IN CLOSE TO LAY DOWN A QUICK COMBO. WHEN YOU SEE IT REAR IT'S HEAD OR FLARE IT'S FINS, BLOCK AND CONTINUE THE PATTERN. FINISH IT WITH THE CIRCLE BUTTON MINI-GAME.

MINI-BOSS : HYDRA HEAD, DECK

HIT POINTS:	400
MAGIC WEAKNESS:	N/A
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	N/A
SPEED KILL TACTIC:	N/A
DEATH DIZZY:	N/A
REGEN:	N/A

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

THIS HEAD HAS A LOT MORE MOVES INCLUDING A SPINNING, SLAMMING ATTACK AND VARIOUS BITING ATTACKS. ALL OF ITS ATTACKS CAN BE BLOCKED EXCEPT FOR THE HEAD SLAM. LUCKILY THE SLAM MOVE FOLLOWS THE SAME PATTERN OF LEFT, RIGHT, AND CENTER. STAND YOUR GROUND UP CLOSE AND USE QUICK ATTACKS. WHEN IT SCOOPS YOU UP BREAK FREE WITH CIRCLE AND DEAL MAJOR DAMAGE.

MINI-BOSS : HYDRA HEADS, TWINS

HIT POINTS:	250
MAGIC WEAKNESS:	N/A
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	N/A
SPEED KILL TACTIC:	N/A
DEATH DIZZY:	90
REGEN:	180

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

BOTH OF THESE HEADS ACT THE SAME WAY AS THE HYDRA HEAD YOU JUST FOUGHT. STICK TO ONE SIDE AND TAKE ON EACH HEAD ONE AT A TIME. ATTACK AS QUICKLY AS YOU CAN AND ALWAYS BE READY TO BLOCK A QUICK BITE ATTACK. WHEN THE HYDRA HEAD HAS TAKEN ENOUGH DAMAGE CLIMB THE CRATES ON THE SIDE AND JUMP TO THE PLATFORM TO PIN THE HEAD DOWN.

MINI-BOSS : MEDUSA

HIT POINTS:	10,000
MAGIC WEAKNESS:	POSEIDON'S RAGE
HEAD RIP:	HEAD RIP
STONE RESISTANCE:	N/A
STONE HIT POINTS:	N/A
STONE ESCAPE TIME:	N/A
DEFENSE TACTIC:	EVADE
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	250

THE GORGON QUEEN IS THE TOUGHEST OF HER KIND. WHILE HER GAZE ISN'T AS DEADLY AS HER MORE ADVANCED SISTERS, SHE IS A LOT STRONGER AND WILL TAKE PLENTY OF HITS. SHE'S AGILE AND HAS GOOD RANGE WITH HER TAIL, SO USE POSEIDON'S RAGE TO STUN HER AND BREAK HER GAZE WITH THE PLUME OF PROMETHEUS.

MINI-BOSS : DESERT SIREN

HIT POINTS:	10,000
MAGIC WEAKNESS:	MIGHT OF ZEUS
CS KILL:	SOUL RELEASE
STONE RESISTANCE:	6,000
STONE HIT POINTS:	10,000
STONE ESCAPE TIME:	1 SECOND
DEFENSE TACTIC:	EVADE
THROW CONDITIONS:	DIZZY
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	150
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

THE SIREN SISTERS INITIALLY ROAM THE DESERT ALONE. THE QUICKEST WAY TO TAKE THEM OUT IN YOUR FIRST ENCOUNTER IS TO USE ZEUS' FURY TO SAFELY ZAP THEM FROM A DISTANCE. AFTER SEVERAL SHOTS, THE CIRCLE PROMPT WILL APPEAR. GET IN CLOSE AND GRAB THEM TO FINISH IT. LATER ON ALL THREE WILL ATTACK AND THEY ARE MUCH STRONGER. USE POSEIDON'S RAGE WHEN YOU CAN GET THEM TOGETHER AND THEN CONTINUE TO SINGLE ONE OUT GRABBING THEM WITH THE CIRCLE PROMPT APPEARS.

MINI-BOSS : EVIL KRATOS, AGONY

HIT POINTS:	20
MAGIC WEAKNESS:	THUNDERBOLT
CS KILL:	GROUND BREAKER
STONE RESISTANCE:	12,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	4 (10% CHANCE OF 10 HP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	4 (10% CHANCE OF 10 HP)
SHATTER	3 MP
AIR SHATTER	3 MP
MINI-GAME	N/A

THE EVIL DOPPELGANGER KRATOS APPEARS LATE IN THE GAME. THERE ARE THREE VERSION THAT REPRESENT DIFFERENT ABILITIES OF KRATOS. THE WEAKEST IS THE ARCHER TYPE THAT THROWS LOW LEVEL BOLTS OF ZEUS' FURY. THEY CAN BE TAKEN OUT WITH YOUR OWN VERSION OF THIS SPELL.

MINI-BOSS : EVIL KRATOS, REMORSE

HIT POINTS:	80/100
MAGIC WEAKNESS:	POSEIDON'S RAGE
CS KILL:	GROUND BREAKER
STONE RESISTANCE:	12,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	4 (10% CHANCE OF 10 HP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	4 (10% CHANCE OF 10 HP)
SHATTER	3 MP
AIR SHATTER	3 MP
MINI-GAME	N/A

THE SECOND TYPE OF DOPPLEGANGER WIELDS THE BLADES OF CHAOS. HOWEVER YOU ARE LUCKY IN THAT THEY DON'T HAVE YOUR TRAINING. THEY WILL NOT PERFORM COMBOS OR LONG REACHING ATTACKS. THEY MAKE UP FOR THEIR INEXPERIENCE IN THEIR NUMBERS AND THEY WILL TRY TO GRAB YOU AS WELL.

MINI-BOSS : EVIL KRATOS, REGRET

HIT POINTS:	60
MAGIC WEAKNESS:	POSEIDON'S RAGE
CS KILL:	GROUND BREAKER
STONE RESISTANCE:	12,000
STONE HIT POINTS:	1
STONE ESCAPE TIME:	5 SECONDS
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	GENERAL
SPEED KILL TACTIC:	CS KILL

ORB DROPS	
DEATH	4 (10% CHANCE OF 10 HP)
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	4 (10% CHANCE OF 10 HP)
SHATTER	3 MP
AIR SHATTER	3 MP
MINI-GAME	N/A

THE FINAL CLONE CARRIES THE BLADE OF ARTEMIS AND THEY ARE DEADLY BECAUSE OF THE HEAVY DAMAGE OF THE BLADE ITSELF. BY THE TIME THEY APPEAR THE CROWD OF THEM SHOULD BE THINNING. USE A GRAB TO KILL THEM QUICKLY OR RELY ON THE SUPERIOR RANGE OF YOUR POWERED UP BLADES OF CHAOS.

BOSS : HYDRA KING

HIT POINTS:	400
MAGIC WEAKNESS:	POSEIDON'S RAGE
MAST BREAK 1 DIZZY:	250
REGEN:	320
MAST BREAK 2 DIZZY:	250
REGEN:	320
MAST BREAK 3 DIZZY:	250
REGEN:	320
DEATH DIZZY:	150
REGEN:	180

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

THIS HYDRA HEAD IS ABSOLUTELY HUGE BUT DON'T GET INTIMIDATED. CHARGE RIGHT UP TO IT AND ATTACK FURIOUSLY. IF YOU HAVE MAGIC ENERGY USE POSEIDON'S RAGE AS IT ATTEMPTS TO BITE YOU. THIS WILL SHOCK THE BEAST WHILE MAKING YOU TEMPORARILY INVULNERABLE. IF YOU ARE LOW ON MAGIC JUST ROLL TO THE SIDE TO AVOID IT'S BITE. FINISH IT WITH A SERIES OF MIN-GAMES.

BOSS : PANDORA'S GUARDIAN

HIT POINTS:	VENT STAGE 1 - 100 (5) VENT STAGE 2 - 100 (5) ARMOR STAGE 3 - 150 (5) HEALTH STAGE 4 - 1,500
MAGIC WEAKNESS:	ZEUS' FURY
DEFENSE TACTIC:	N/A
THROW CONDITIONS:	N/A
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

THE HUGE ARMORED MINOTAUR MUST BE TAKEN OUT IN A SERIES OF STEPS. FIRST YOU MUST ATTACK IT UNTIL ITS ARMOR SPITS STEAM FROM ENOUGH VENTS. WHEN YOU SEE THE CIRCLE PROMPT YOU NEED TO BE CLOSE ENOUGH TO RUN UP TO IT BEFORE IT RECOVERS. AFTER THE MINI-GAME, HEAD TO THE BACK OF THE ROOM AND PULL THE LEVER TO LAUNCH A FIERY LOG AT IT. AFTER SEVERAL OF THESE SHOTS YOU MUST THEN DESTROY IT'S ARMORED PIECES AND FINAL FINISH IT OFF.

BOSS : ARES, THE GOD OF WAR

HIT POINTS:	4,000
MAGIC WEAKNESS:	ARMY OF HADES
STONE RESISTANCE:	N/A
STONE HIT POINTS:	N/A
STONE ESCAPE TIME:	N/A
DEFENSE TACTIC:	BLOCK, PARRY
THROW CONDITIONS:	LOW HEALTH
SPEED KILL TACTIC:	N/A

ORB DROPS	
DEATH	9,000+
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

MOST OF ARES MOVES CAN BE BLOCKED EXCEPT FOR THE OVERHEAD HAMMER ATTACK. DODGE OUT OF THE WAY AND KEEP MOVING TO AVOID HIS FOLLOW UP. THE REST OF THE FIGHT WILL REVOLVE AROUND YOU BLOCKING OR DODGING AND THEN FOLLOWING UP WITH A COUNTER ATTACK. USE THE RANGE OF YOUR BLADES TO LAY DOWN DAMAGE FROM A DISTANCE. WHEN HE IS AIRBORNE, USE ZEUS' FURY TO GROUND HIM INSTANTLY.

BOSS : ARES, WITH SWORD

HIT POINTS: 1,500

TOTAL HEALTH METER: 3,000

NOTE: ARES AND KRATOS SPLIT THE 3,000 TO BEGIN WITH. THUS EACH HAS 1500. THE METER WORKS LIKE A TUG OF WAR.

MAGIC WEAKNESS: N/A

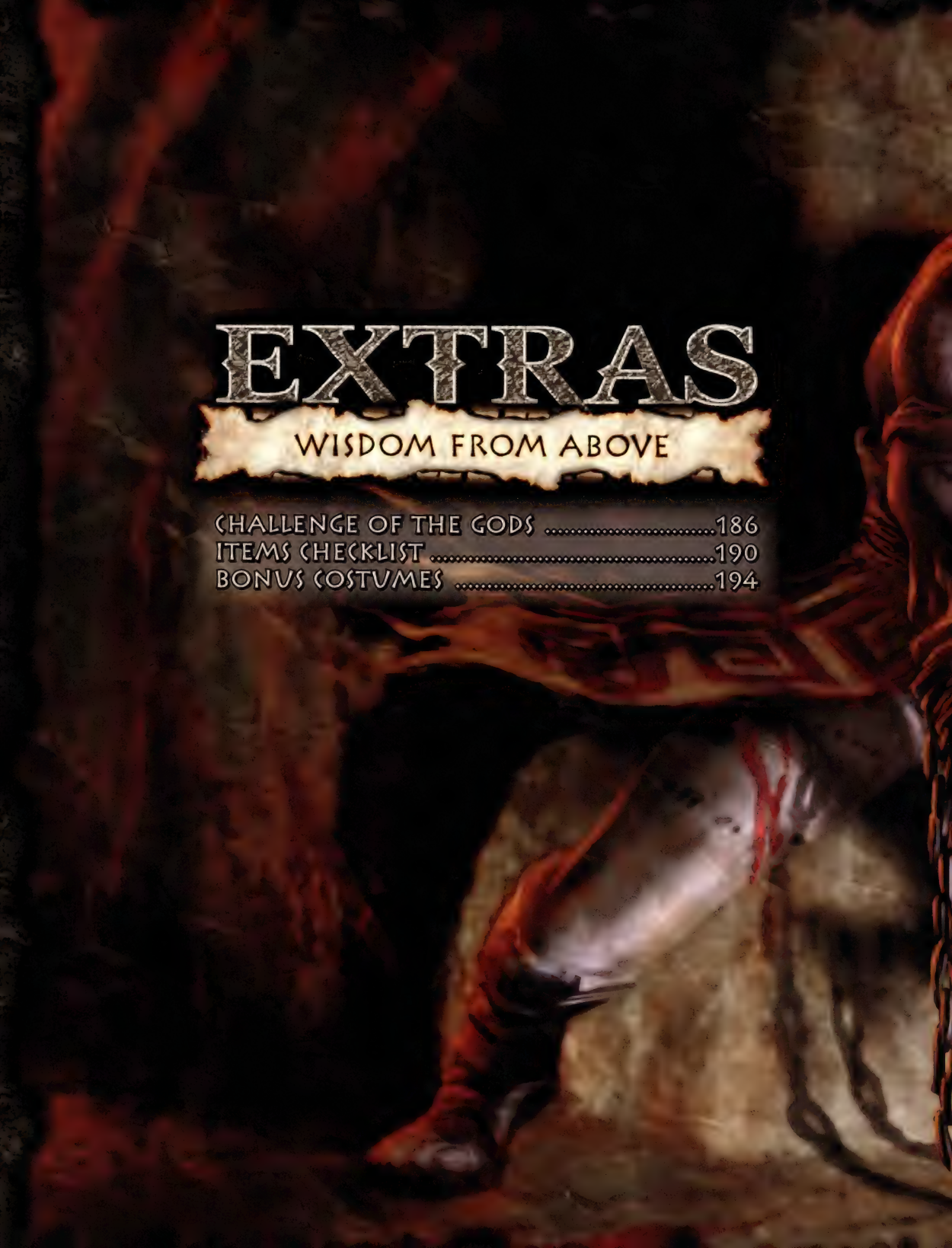
DEFENSE TACTIC: N/A

THROW CONDITIONS: N/A

SPEED KILL TACTIC: N/A

ORB DROPS	
DEATH	N/A
DEATH DECAP	N/A
CS MILK	N/A
CS KILL	N/A
SHATTER	N/A
AIR SHATTER	N/A
MINI-GAME	N/A

YOU HAVE ONLY FOUR MOVES BUT YOUR MAIN FOCUS WILL BE ON DEFENSE. YOU CAN ATTACK NORMALLY WITH THE SQUARE AND TRIANGLE BUTTON BUT ZEUS' GIFT WORKS GREAT. USE ZEUS' GIFT AFTER BLOCKING ARES ATTACKS. WHEN ARES SWORD GOES INTO THE GROUND, ROLL AWAY TO AVOID BECOMING CRUSHED. AT SOME POINT YOUR SWORDS WILL CLASH. WIN THE POWER STRUGGLE BY MASHING ON THE CIRCLE BUTTON AND ATTACK TO UNLEASH A DEVASTATING MOVE.



EXTRAS

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Challenge of the Gods

The challenge of the gods is an extra mode that you can take on in order to gain new costumes for Kratos. It consists of 10 different challenges. To clear a challenge, you must complete it by fulfilling the special conditions. Completing all 10 is no easy task, because each challenge will restrict your weapons, magic, a time limit or certain additional factors. One good aspect you have going for you is that you have the Rage of the Gods ability. However, the bad part is that you have to charge it up.

You have completed the Challenge of the Gods.
All Costumes Unlocked.
Begin a New Game to access Costumes.
Would you like to save your progress?
Yes
No

Challenge 1

Objective
Knock eight enemies off the platform before time runs out. Killing an enemy will fail the challenge.

Difficulty	Easy
Time Limit	55 seconds
Weapons	Blades of Athena (Max) Blade of Artemis (Lv1)
Magic	None

This is a simple challenge, because it only requires you to knock the enemies off the edge. You can do this simply by attempting to grab the enemies. Since the enemies have shields, they can't be grabbed, but they will be pushed. Just keep pushing them over the edge using the grab button, and you will clear this challenge quickly.

Challenge 2

Objective
Kill all Archers and Undead Legionaries before time.

Difficulty	Normal
Time Limit	115 seconds
Weapons	Blades of Athena (Max) Blade of Artemis (Lv1)
Magic	Poseidon's Rage (Lv1) Medusa's Gaze (Lv1) Zeus' Fury (Lv1) Army of Hades (Lv1)

This challenge is not the most difficult to conquer, but it is one of the most frustrating because of the Harpies. Instead of going for the kills, try to hit the undead Legionnaires off the edge if possible. Hades Reverse comes in handy here, because when the undead attack, you can use it with the Triangle button to knock the enemies down or break their magical shields. Make sure that you move in only one direction, because you will only have time to go around once. The Blades of Athena are powerful, and will take out the Archers in two hits. Use them when jumping from platform to platform.

CHALLENGE 3

OBJECTIVE
Break all the pots before the timer runs out.

DIFFICULTY	EASY
TIME LIMIT	21 SECONDS
WEAPONS	BLADES OF ATHENA (MAX) BLADE OF ARTEMIS (LV1)
MAGIC	NONE

You have no magic, but you won't need it. Use single weapon strikes to break the pots, and make a path that goes around the outside, then to the middle. The camera may shift a lot, but you should finish this challenge by staying to the outside.

CHALLENGE 4

OBJECTIVE
Kill four Minotaurs but none of the undead Legionnaires.

DIFFICULTY	NORMAL
TIME LIMIT	NONE
WEAPONS	BLADES OF ATHENA (MAX) BLADE OF ARTEMIS (LV1)
MAGIC	POSEIDON'S RAGE (LV1) MEDUSA'S GAZE (LV1) ZEUS' FURY (LV1) ARMY OF HADES (LV1)

Start of by using the Army of Hades right from the start. This will weaken two of the Minotaurs right off the bat. After this focus on using the Hades Reverse or dodging when the undead attack you. When you have a free shot at the Minotaurs, use Apollo's Ascension followed by Apollo's Offensive. Do this a couple of times, and the Minotaur will be dead. Even though you have Medusa's Gaze, it is very difficult to freeze the Minotaurs and smash them without destroying the undead. Another useful trick is to grab the Minotaur and finish it with the circle prompt death move. While you are on top of the Minotaur, no other enemies can hit you.

CHALLENGE 5

OBJECTIVE
Shoot all of the undead Legionaries! Do not shoot the Humans!

DIFFICULTY	NORMAL
TIME LIMIT	NONE
WEAPONS	BLADES OF ATHENA (MAX) BLADE OF ARTEMIS (LV1)
MAGIC	POSEIDON'S RAGE (LV1) MEDUSA'S GAZE (LV1)

The goal of this challenge is very straightforward. Shoot all the cursed Legionaries without shooting the humans. This is a large shooting gallery, but you will find it difficult to avoid hitting the humans. The key is simply to practice your timing and watch as the soldiers are running around.

CHALLENGE 6

OBJECTIVE
Reach the center of the end platform before time runs out.

DIFFICULTY	NORMAL
TIME LIMIT	35 SECONDS
WEAPONS	BLADES OF ATHENA (MAX) BLADE OF ARTEMIS (LV1)
MAGIC	NONE

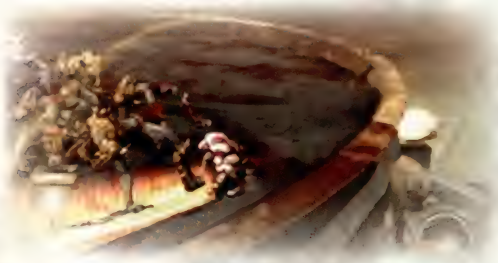
Start by jumping across the platforms, and when you reach one with a cursed Archer, grab him and throw him at the one up ahead. Continue jumping the platforms, and you will reach another cursed Archer. Grab him, destroy him and jump across two more moving platforms then block immediately. The four cursed Archers at the end will fire at you, but you must wait until the platform moves again. Watch out for the arrow that has a delayed explosion, because those can knock you off the platform. You will have two chances to get across, and if you aren't successful during that window, restart the challenge.

CHALLENGE 7

OBJECTIVE
Rule 1: Kill all enemies. Rule 2: Do not get hit.

DIFFICULTY	NORMAL
TIME LIMIT	90 SECONDS
WEAPONS	BLADES OF ATHENA (MAX) BLADE OF ARTEMIS (LV1)
MAGIC	MEDUSA'S GAZE (LV1) ZEUS' FURY (LV1)

Start with the Plume of Prometheus to knock down the cursed Legionaries. Run around the area while keeping your distance from the Minotaurs. Your goal is to kill all the undead first! After they are gone, turn the Minotaurs to stone and shatter them.



CHALLENGE 8

OBJECTIVE
Kill all the enemies.

DIFFICULTY	VERY HARD
TIME LIMIT	NONE
WEAPONS	BLADES OF ATHENA (MAX) BLADE OF ARTEMIS (LV1)
MAGIC	NONE

Stay away from the middle, and use Hades Revenge whenever possible. The cursed Legionaries are easy enough, but the Gorgon Assassins are trouble. When you see their gaze, roll away and avoid it. Be ready to shake out of it, because there are times when you will be turned to stone no matter what you do. If you can pull off Hades Revenge, follow up with the Square Button. This is especially useful when an enemy is close to the edge, because you will be able to knock them off. Also, don't forget that you can kill the Gorgons via the mini-game. After 150 enemies are defeated, the challenge is complete. It is a lot easier to complete this challenge using Rage of the Gods, but you may need it to complete 9 or 10.

CHALLENGE 9

OBJECTIVE
Kill four cyclops before time runs out.

DIFFICULTY	VERY HARD
TIME LIMIT	150 SECONDS
WEAPONS	BLADES OF ATHENA (MAX) BLADE OF ARTEMIS (LV1)
MAGIC	POSEIDON'S RAGE (LV1) MEDUSA'S GAZE (LV1) ZEUS' FURY (LV1)

The satyrs are the most bothersome enemy, because they will be constantly hitting you. Attack the cyclops desert king with the plume of prometheus and dodge whenever you see him attack. The key to succeeding in this challenge is to distance yourself from the satyrs while attacking the cyclops. When you see the circle button prompt for the mini-game, pass on it for the first three times and use it to kill the fourth cyclops. You should have about 40 seconds left for the final cyclops. If not, then seriously consider starting over.

CHALLENGE 10

OBJECTIVE
Kill enemies to make platform rise. Reach the top platform to beat the challenge.

DIFFICULTY	VERY HARD
TIME LIMIT	NONE
WEAPONS	BLADES OF ATHENA (MAX) BLADE OF ARTEMIS (LV1)
MAGIC	NONE

This last challenge is difficult because you have to deal with two satyrs and three cerberus seeds while fighting on a very small platform. Every time one of those enemies is defeated, the platform will rise. However, if you get knocked off so that you are hanging on, the platform will lower. Rest assured, the platform will descend faster than it rises! The secret to beating this challenge is to throw the cerberus seeds off the platform. While you are throwing, the satyrs won't hit you. Just keep throwing the cerberus seeds until the platform rises to the point where you can jump over to the platform at the top. Occasionally, the cerberus seeds will attack with the flaming charge attack. Parry it, and use Hades Revenge to clear the platform. Beating this challenge will require full mastery of the Hades Reverse. If you are ever in danger, activate Rage of the Gods as a lifesaving maneuver. This will give you the edge you need to complete the Challenge of the Gods. After completing this challenge, you will unlock additional costumes.

Items Checklist

Act I: Aegean Sea

- Gorgon Eyes: 2 · Phoenix Feathers: 0 · Muse Keys: 0 -

Item	Map	Location
	Ship 3 Exterior	In the item chest on the right before getting Poseidon's rage.
	Ship 3 Exterior	After defeating the Hydra, open the chest on the left before using the zip line.

Act II: Athens

- Gorgon Eyes: 17 · Phoenix Feathers: 13 · Muse Keys: 0 -

Item	Map	Location
	Kratos Ship Exterior	Go through the secret hole before going up the elevator and open the chest in the hall.
	Athens Temple 1 Exterior	In the warehouse with the tall blocks to the right of the magic chest.
	Ballista Chamber Interior	When you enter the ballista chamber, aim toward the wall to the left opposite the window and shoot the wall to find the chest.
	Athens Temple 1 Exterior	After the ballista, go down the ladder to the left. It's located near the gate that you need to lift up to get back to the chamber.
	Street Exterior	Inside of the fourth house on the left side.
	Street Exterior	On the roof of the fourth house on the right.
	Street Exterior	On the roof of the ninth house on the left it has two entrances (chest on the left).
	Street Exterior	On the roof of the ninth house on the left it has two entrances (chest on the right)
	Athens Building Interior	In the first room with the shiny floor, break open the wall at the back across from where you enter to find the chest.
	Athens Building Interior	Secret area by using the hand-over-hand technique in the courtyard area before the woman plummets to her death.
	Town Square Exterior	Jump to the chest left of the save point.
	Burning Courtyard Exterior	Bottom area of the dive skeleton room behind the breakable wooden wall.
	Burning Courtyard Exterior	Top area of the dive skeleton room and to the right next to the orb chest.

		BROKEN ROAD EXTERIOR	After gaining the power of zeus, destroy the Archers on the rooftops to gain access to the secret area on the right.
		BROKEN ROAD EXTERIOR	After gaining the power of zeus, destroy the Archers on the rooftops to gain access to the secret area on the right.
		ATHENS ROOFTOPS EXTERIOR	Climb the ladder to the right after first reaching the top of the rooftops.
		ATHENS ROOFTOPS EXTERIOR	Hidden over the ledge on the left side.
		ATHENS ROOFTOPS EXTERIOR	After crossing the bridge that the soldier was holding to keep from being opened.
		ATHENS ROOFTOPS EXTERIOR	After crossing the bridge that the soldier was holding to keep from being opened.
		TOWN SQUARE EXTERIOR	In the secret Area with three chests.
		TOWN SQUARE EXTERIOR	In the secret Area with three chests.
		ORACLE'S TEMPLE EXTERIOR	In a chest to the right of the stairs of the oracle Temple.
		ORACLE'S TEMPLE EXTERIOR	In a chest to the left of the stairs of the oracle Temple.
		ORACLE'S TEMPLE INTERIOR/COMBAT	Bottom level of the Harpy room on a ledge behind where you enter.
		ORACLE'S TEMPLE INTERIOR/COMBAT	Top level of the Harpy room on a ledge behind the glass window.
		ORACLE TEMPLE INTERIOR/PUZZLE	Break through a wall on the right side bottom area.
		ORACLE TEMPLE INTERIOR/PUZZLE	On a ledge to the right while you attempt to save the oracle.
		CLIFF EXTERIOR	Suicide Bluffs at the top in a chest to the right of the portal.
		SEWER INTERIOR	Bottom of the spiral staircase underneath the stairs.
		SEWER INTERIOR	On the right side near the Big Door leading to the desert of Lost Souls.

ACT IV: PANDORA'S TEMPLE

- GORGON EYES: 16 - PHOENIX FEATHERS: 14 - MUSE KEYS: 5 -

ITEM	MAP	LOCATION
	PANDORA'S TEMPLE EXTERIOR	In the chest to the left of the entrance to pandora's Temple.
	PANDORA'S TEMPLE EXTERIOR	In the chest to the right of the entrance to pandora's Temple.

☐		CHALLENGE OF ATLAS: HOLE ROOM INTERIOR	After walking across the catwalk, go to the alcove on the right and open the item chest.
☐		CHALLENGE OF ATLAS: THE CLIFFS OF ATLAS	Jump across the gap where the bridge is broken before the cliffs of Atlas, and open the chest on the left.
☐		CHALLENGE OF ATLAS: THE CLIFFS OF ATLAS	Jump across the gap where the bridge is broken before the cliffs of Atlas, and open the chest on the right.
☐		CHALLENGE OF ATLAS: THE CLIFFS OF ATLAS	After climbing the cliffs of Atlas, climb to the left and before jumping to the lever, go down to the bottom of the cliff and open the chest.
☐		CHALLENGE OF ATLAS: THE CHAMBER OF ATLAS	Behind the statue of Atlas in the chest.
☐		CHALLENGE OF ATLAS: THE CHAMBER OF ATLAS	When you reach the top section in the room of Atlas, go to the right and open the chests.
☐		CHALLENGE OF ATLAS: THE CHAMBER OF ATLAS	When you reach the top section in the room of Atlas, cross over the bridge past the lever and open the item chest.
☐		CHALLENGE OF ATLAS: THE RINGS OF PANDORA	Open the item chest to the right of the save point before entering the challenge of Poseidon.
☐		CHALLENGE OF POSEIDON: CLIFF 1 INTERIOR	Jump up the wall after the rotating room and shimmy to the left to find the chest on the right side.
☐		CHALLENGE OF POSEIDON: POSEIDON'S TEMPLE INTERIOR	After you enter the room with Poseidon's Trident, jump into the water over to the ladder on the left side to reach the chest.
☐		CHALLENGE OF POSEIDON: POSEIDON GROTTO INTERIOR	In the room with the many Cerberus seeds after getting the Trident.
☐		CHALLENGE OF POSEIDON: SWIM TUBE 1 INTERIOR	Kiss the Nyad before diving down.
☐		CHALLENGE OF POSEIDON: SWIM TUBE 1 INTERIOR	Smash through the mural to find the Nyad, and then kiss it to receive the item.
☐		CHALLENGE OF POSEIDON: SWIM TUBE 1 INTERIOR	To the left of the breakable mural containing the Nyad in the same area as the six undead soldiers. You must break through the wall to get to the chest.
☐		CHALLENGE OF POSEIDON: SWIM TUBE 1 INTERIOR	After the underwater save point, break through the wall on the right and kiss the Nyad.
☐		CHALLENGE OF HADES: HADES HALL INTERIOR	In the main room of Hades challenge, jump up the left railing and at the top, jump over to the flaming pillar, hand-over-hand around to the left and jump into the small window with the chest.
☐		CHALLENGE OF HADES: HADES HALL INTERIOR	In the main room of Hades challenge, jump up the right railing and at the top, jump over to the flaming pillar, hand-over-hand around to the right and jump into the small window with the chest.
☐		CHALLENGE OF HADES: HADES HALL INTERIOR	After going through the door that is accessible after the Centaur's challenge, jump up onto the ledge near the door and open the left chest.
☐		CHALLENGE OF HADES: HADES HALL INTERIOR	After going through the door that is accessible after the Centaur's challenge, jump up onto the ledge near the door and open the right chest.
☐		CHALLENGE OF HADES: BALLWAY INTERIOR	Inside of the room at the end of the long corridor with the rolling rocks.
☐		CHALLENGE OF HADES: BALLWAY INTERIOR	Inside of the room at the end of the long corridor with the rolling rocks.

		CHALLENGE OF HADES: HADES HALL RAFTERS INTERIOR	In the first item chest when you enter the catwalk area.
		CHALLENGE OF HADES: HADES HALL RAFTERS INTERIOR	In the second item chest in the catwalk area.
		CHALLENGE OF HADES: HADES HALL RAFTERS INTERIOR	On the top portion of the catwalk area before using the zip line.
		CHALLENGE OF HADES: MINOTAUR BOSS GAT INTERIOR	After defeating the Minotaur in the area where you get the Architect's son's Head from the casket.
		CLIFFS OF MADNESS: CLIFF EXTERIOR	In the item chest located in the same room as the Necklace of Aphrodite.
		CLIFFS OF MADNESS: CLIFF EXTERIOR	After getting the Necklace of Aphrodite, exit the cave and ride the block to the right down. At the bottom is an item chest.
		CLIFFS OF MADNESS: CLIFF 3 EXTERIOR	Use the small block in the block puzzle room to create a way up to the ledge on the left where the item chest resides.
		CLIFFS OF MADNESS: CLIFF 3 EXTERIOR	Use the small block in the block puzzle room to create a way up to the ledge on the left where the item chest resides.
		CLIFFS OF MADNESS: CLIFF 3 EXTERIOR	After getting the Necklace of Hera it is in a chest at the top of the cliffs.
		ARCHITECT'S TOMB: CLIFF 4 AND ARCHITECT'S ROOM EXTERIOR	Up the normal ladder on the left behind the steel bars next to the Magic/Health chest.
		ARCHITECT'S TOMB: ZEUS' TEMPLE EXTERIOR	In the left chest below the chimera statue on the right.
		ARCHITECT'S TOMB: ZEUS' TEMPLE EXTERIOR	In the right chest below the chimera statue on the right.

ACT V: THE UNDERWORLD

- GORGON EYES: 2 - PHOENIX FEATHERS: 2 - MUSE KEYS: 0 -

ITEM	MAP	LOCATION
	HADES ABOVE THE RIVER STYX	The first chest when jumping up the first set of raised platforms.
	HADES ABOVE THE RIVER STYX	The second chest when jumping up the first set of raised platforms.
	HADES ROLLERS	The chest on the second platform to the right in the spinning spiked area.
	HADES	The chest to the right when jumping up the set of raised platforms.

Bonus Costumes

After you beat the game, several new costumes will become available to you when you start a new game. Each costume has special attributes as well as a custom look. However, the moves and power of the gods will be the same. The Dairy Bastard costume has an incredible advantage, as it grants you an infinite magic meter. This means you can continually use Poseidon's Rage to generate huge combos as well as easily kill any beast or group of monsters.

Below is a complete list of the abilities of each costume. The power and armor ratings represent a multiplier for an increase/decrease in damage. The orbs multiplier affects the worth of each orb, or simply the amount you get per orb.

Kratos (Base Values)	
Power	1.00
Armor	1.00
Health Orb	1.00
Magic Orb	1.00
Experience Orb	1.00

Chef of War	
Power	1.00
Armor	1.00
Health Orb	1.50
Magic Orb	3.00
Experience Orb	1.00

Bubbles	
Power	0.50
Armor	1.00
Health Orb	3.00
Magic Orb	1.50
Experience Orb	1.00

TYCOONIUS	
POWER	2.00
ARMOR	4.00
HEALTH ORB	1.00
MAGIC ORB	1.00
EXPERIENCE ORB	4.00

DAIRY BASTARD	
POWER	0.50
ARMOR	1.00
HEALTH ORB	2.00
MAGIC ORB	2.00
EXPERIENCE ORB	2.00

BONUS: INFINITE MAGIC METER!

ARES ARMOR	
POWER	2.00
ARMOR	0.25
HEALTH ORB	2.00
MAGIC ORB	1.00
EXPERIENCE ORB	2.00

ART GALLERY

DEVELOPER'S NOTES

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BEASTS OF THE REALM 212
LEVEL DESIGN 228
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KRATOS

DAVE JAFFE

GAME DIRECTOR

one of the original concepts behind the hero for god of war was to come up with a guy who had his whole face encased in a mask. we thought that going with a mask would give us the ability to paint his face in broader strokes, so that when you were playing the game, he still had a lot of personality, and you could still sort of read that when you saw the mask. but when we actually got the mask-wearing hero in the game, it ended up feeling very soulless, and the guy didn't have a personality.

TERRY SMITH

ART DIRECTOR

some of the earlier characters who had been played around with just didn't fit right for the time period. some of them were either over dressed or too fantasy. As well, many of the concepts got too detailed. There were lots of flowing things, like hair ... or features that if we had to model it, probably would've been a little tougher to pull off. For example, there was one character, who when I first saw it, had kind of a tribal look ... almost African-like, which I thought was pretty cool. But, it didn't say Greek. However, at the time, when I looked at the character, I thought ... you know ... it would be a pretty cool character to work with.

CHARLIE WEN

CONCEPT ARTIST

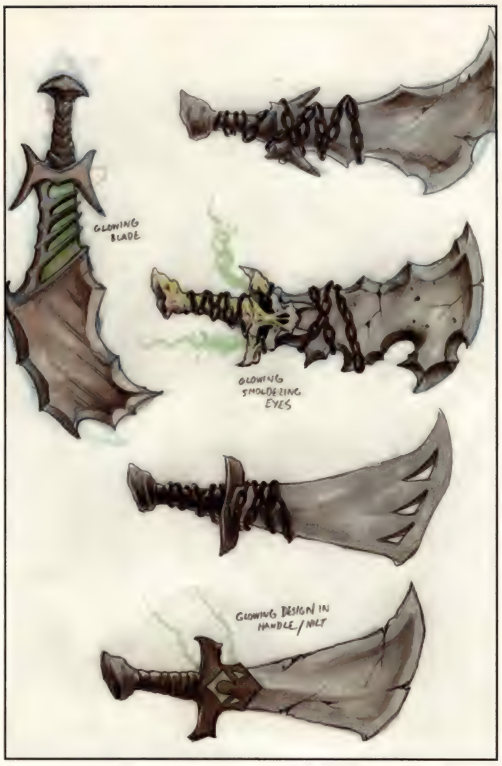
we went through images of the lone wolf kind of characters, where we might have a hero with a little baby or a dog on his back. just to kinda give something different about the character ... something you can kind of relate to.

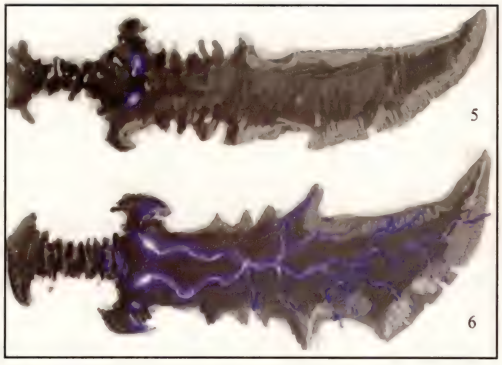
kratos

DAVE JAFFE

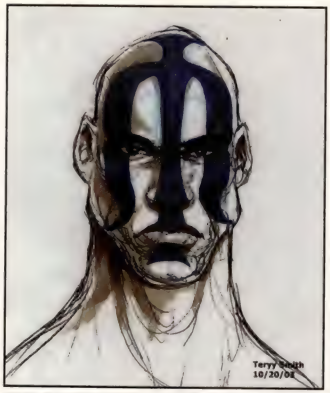
GAME DIRECTOR

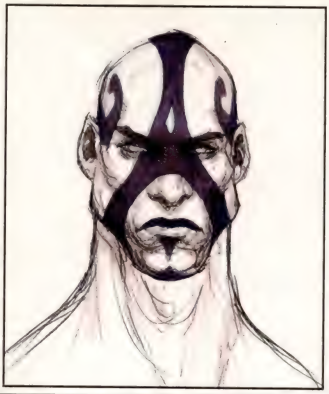
The main goal for the character in the game was always to create someone who looked really brutal, nasty and violent, instead of going down the traditional route of a iconic Greek hero with the plume helmet, skirt, toga and sandals. We wanted someone who really made the player feel like he was being able to unleash his dark side. So the idea was always: How can we make him look more brutal? How can we make him look more violent ... impulsive ... nasty — that desire always superseded historical accuracy. So while you look at this guy, and he may not totally feel at home in Ancient Greece from a costume standpoint, I think he achieves the greater purpose, which is to give players a character who they can play and who really does let them go nuts and unleash the nasty fantasies they have in their heads.

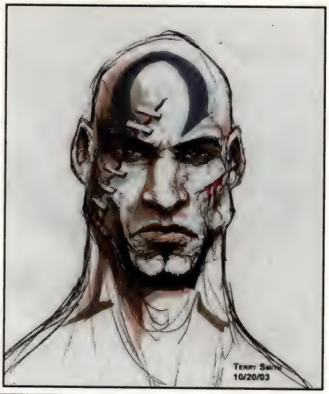




-Thick, Flexible, Resiliant
over synthetic muscul
over electric/mech.


Terry Smith
10/20/04




Terry Smith
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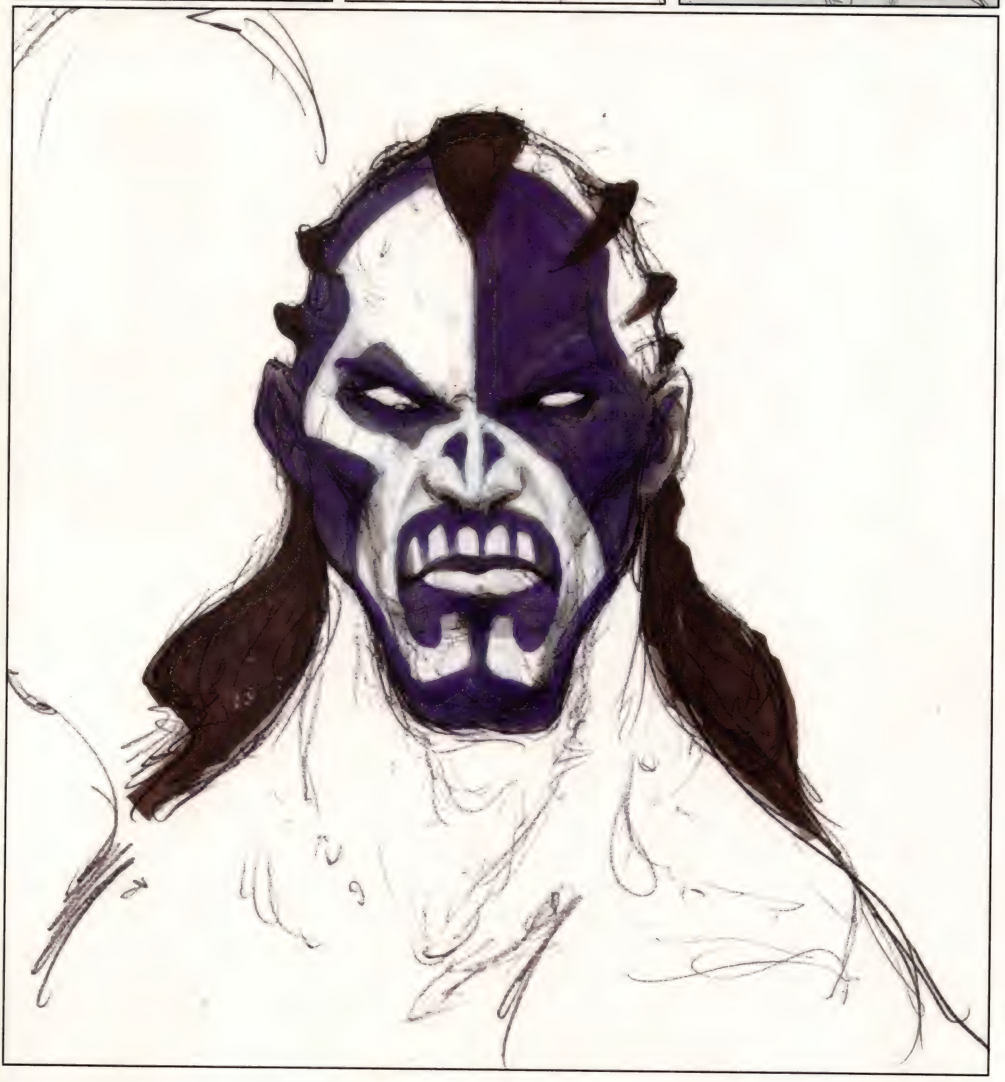
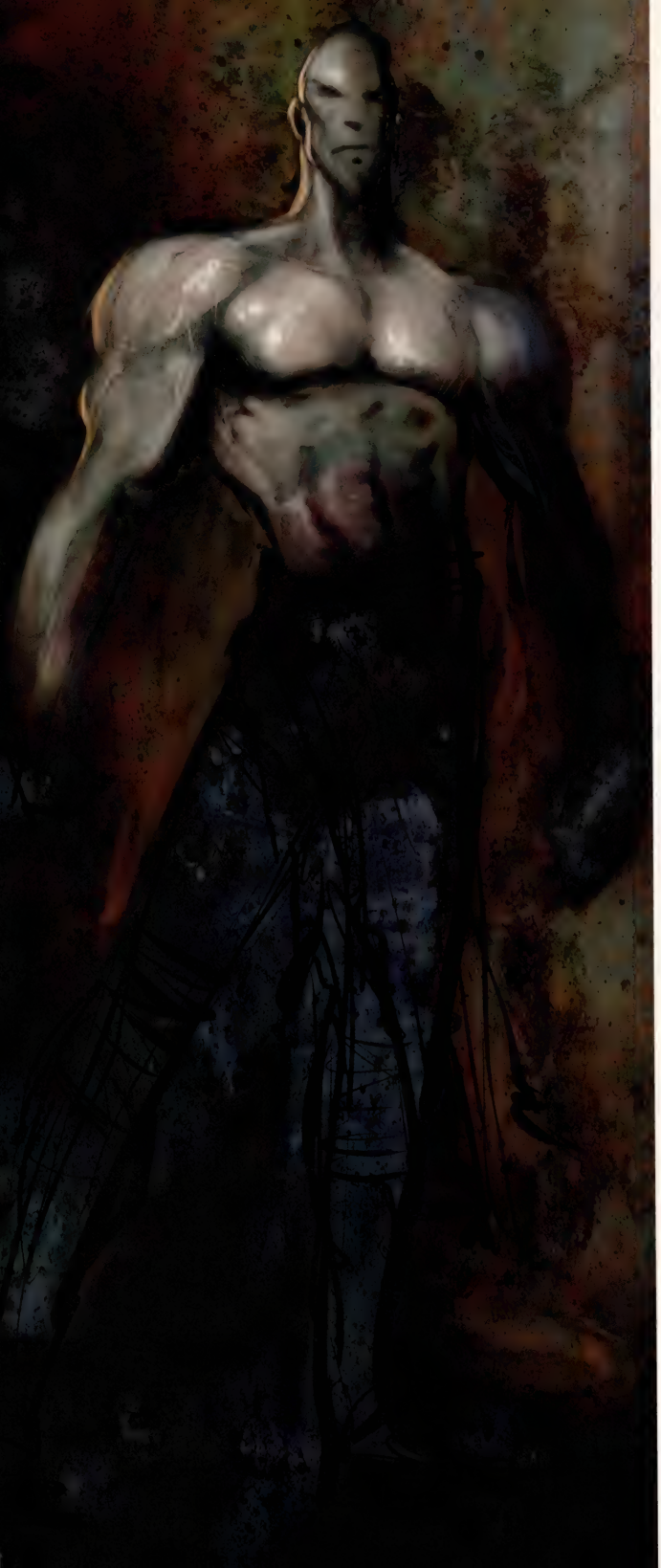


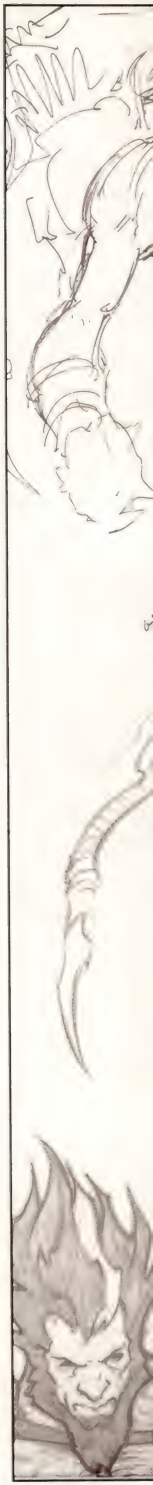


CHARLIE WEN
CONCEPT ARTIST

every time we put something on, dave said that the character didn't look brutal anymore. and we started realizing brutal also kind of related to the primal part of him, so we spent a lot time going through that, and in the end ,we wound up still taking his clothes off ... that's what we went with.

DAVE JAFFE
GAME DIRECTOR

I saw the brutal and violent nature — the animalistic quality that would really become the foundation for kratos. starting to see these images was the confirmation that this idea could work. so instead of giving him a traditional sword, we decided the chain blades were much more dynamic and fluid. plus, they are fun to play with.



CHARLIE WEN

CONCEPT ARTIST

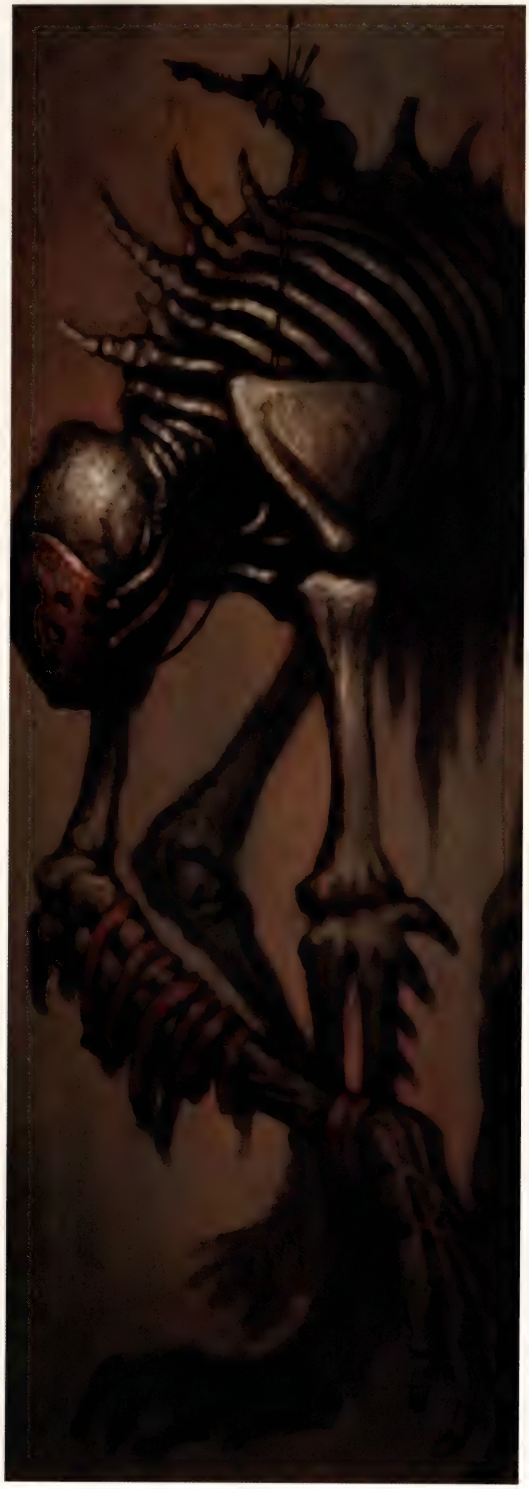
The Greek theme was one of the big elements we were dealing with. It was difficult! We would often hear (sigh), "It's not Greek enough." We're like, "What does that mean?" We'd sometimes take it right from Greek sources. It's very Greek, but what we really started seeing was, "Okay, no it's not Greek enough, according to what the general public knows." And, that's kind of what we had to go toward.

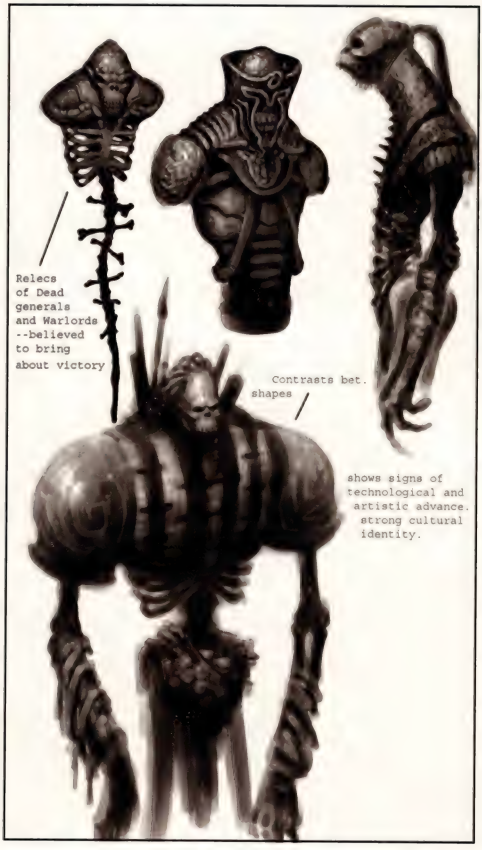
TERRY SMITH

ART DIRECTOR

some of these images were very traditional Greek, but the more traditional it got, the more armor we put on him, and then the more he lost his individualism.

BEASTS
OF THE REALM




Relecs of Dead generals and Warlords --believed to bring about victory
Contrasts bet. shapes
shows signs of technological and artistic advance. strong cultural identity.

TERRY SMITH

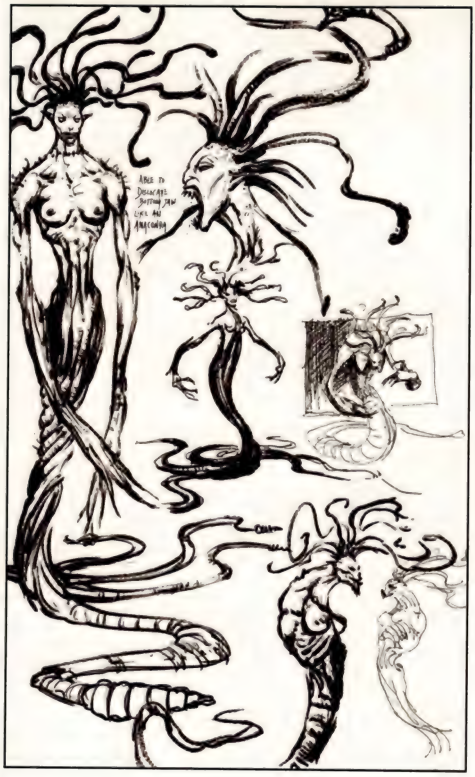
ART DIRECTOR

when it came to the characters, monsters and creatures our hero encounters, we are dealing with characters and creatures that everybody is familiar with, such as Medusas, cyclops, centaurs and Minotaurs. one of the things that we had to do with all the characters ... and I think you'll see this as you look through the concept art ... is that it was very important to me that when somebody looked at any of our characters, they knew what they were. so what we could do basically there was that as long as the character was down on all fours, and I had three heads, you probably would accept that character as a cerebus, whether it was a werewolf or dinosaur. Again, you would still accept that in our world, and what we were doing in terms of building the mythology we were building, you would accept that.

SCOTT SEETO

CONCEPT ARTIST

As far as a game creature is concerned, mostly what was fascinating to me were the deep sea creatures and how freaky they looked. I was trying to draw on some of that, and I did a number of different types of hydras.



TERRY SMITH

ART DIRECTOR

once we started moving into that direction, it opened up a whole new kind of avenue on ways to explore those characters. what we really wanted to do was to keep people immersed in the mythology — in the greek mythology — but to give them a different kind of experience when it came to the characters and creatures.

V:\ConceptArt\Pandora

Minotaur Boss Rom Mural

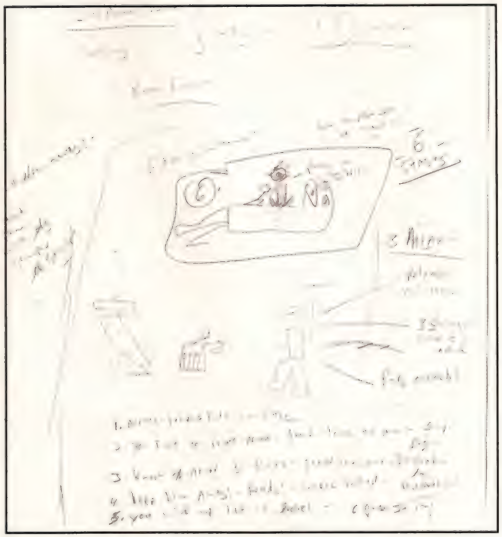
Cecil Kim

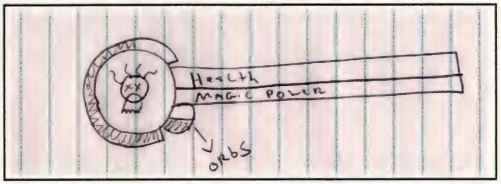
TERRY SMITH

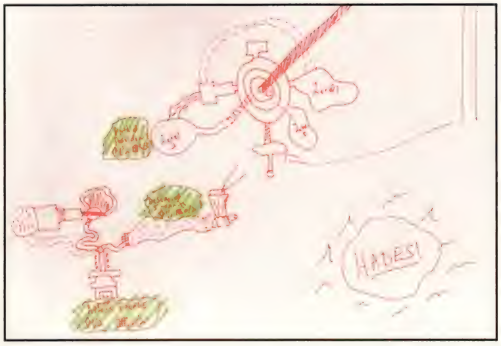
ART DIRECTOR

The idea was to move a character into something that would be a little more in the horror direction, and what it allowed us to do was get characters who were still reminiscent of what they were supposed to be in Greek mythology, but were uniquely ours.

LEVEL
DESIGN







SHANNON STUDSTILL

SENIOR PRODUCER

god of war has been in development for about 3 years, roughly and including a pretty ... a fairly lengthy pre-production cycle. basically it came from david jaffe's head

DAVE JAFFE

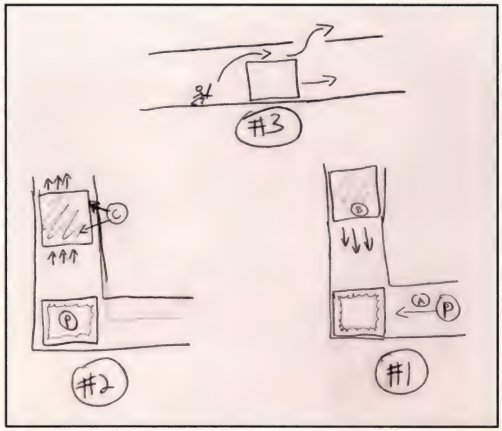
GAME DIRECTOR

there were so many ready made play mechanics and gameplay mechanics in the greek myths already that it was just like medusa's head, zeus's thunderbolts, and battling cyclops and that mixed with just my love of the material. it was like this is what we got to do, we got to do this game.

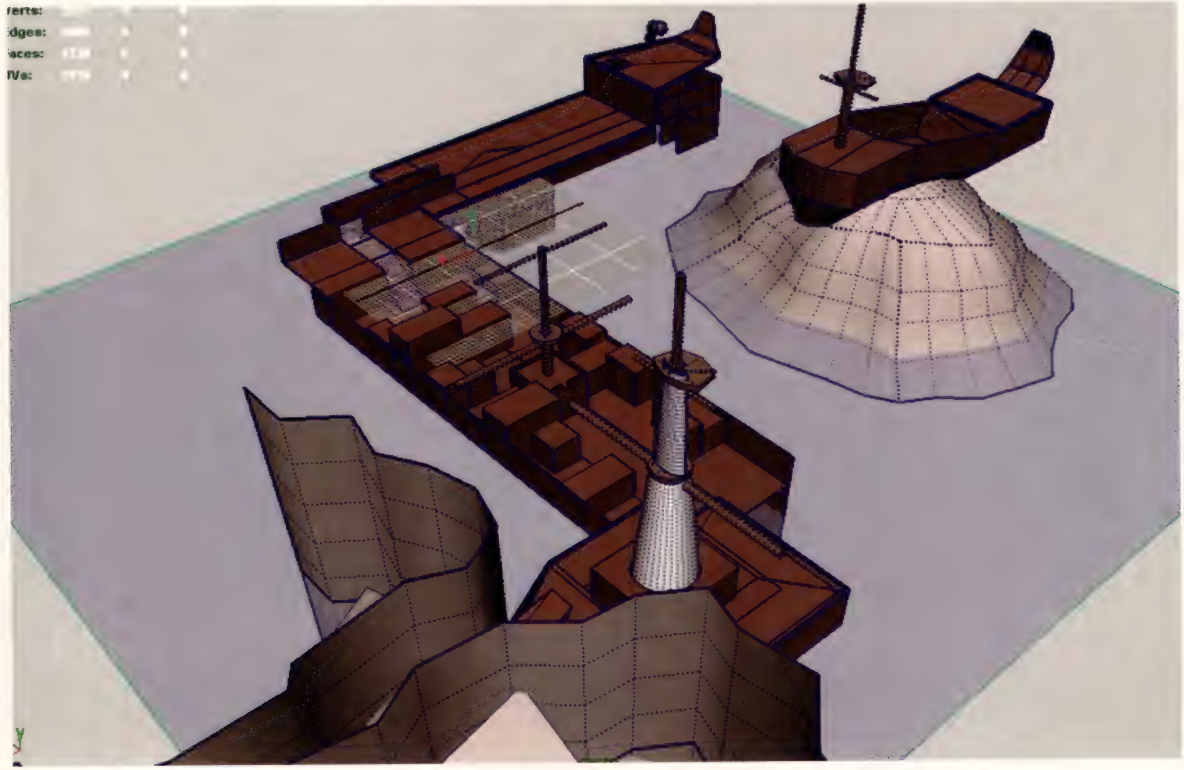
DAVE JAFFE

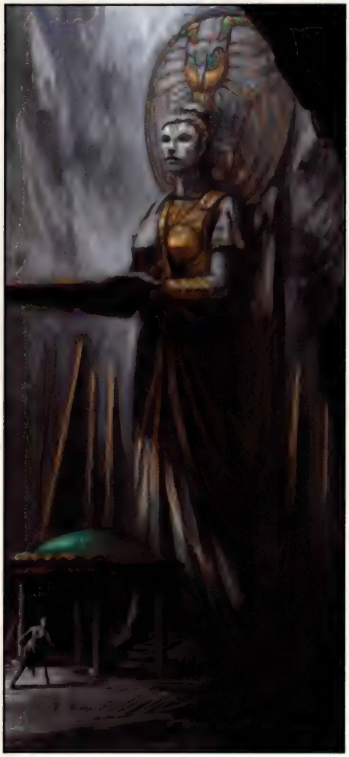
GAME DIRECTOR

i gave them my influences. it's really to their credit that they were able to sort of extrapolate what i was really going for into art, amazing art. so i ended up sort of getting what i wanted which was this high adventure amazing fantasy setting, which was inspired by the stuff i grew up with, the movies i grew up watching. but exactly how the game ended up looking the way it did, you'd have to ask the artists.



ACT I

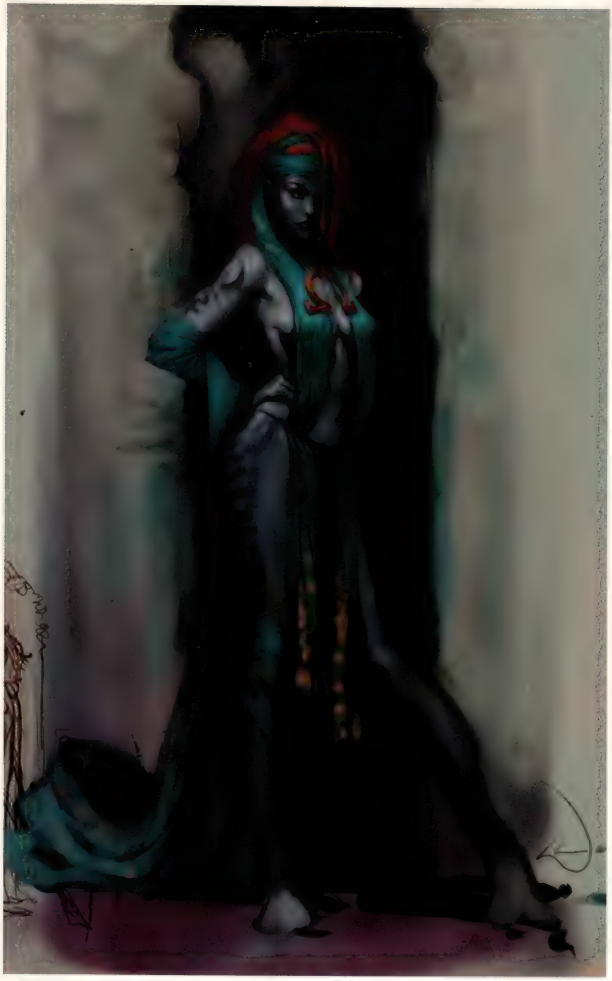


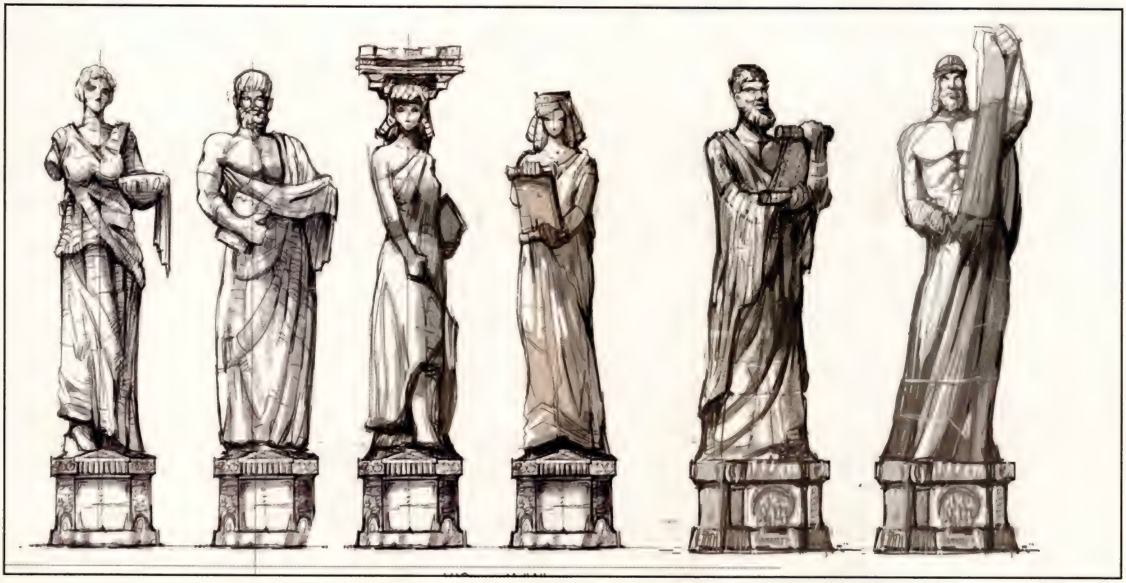


TERRY SMITH

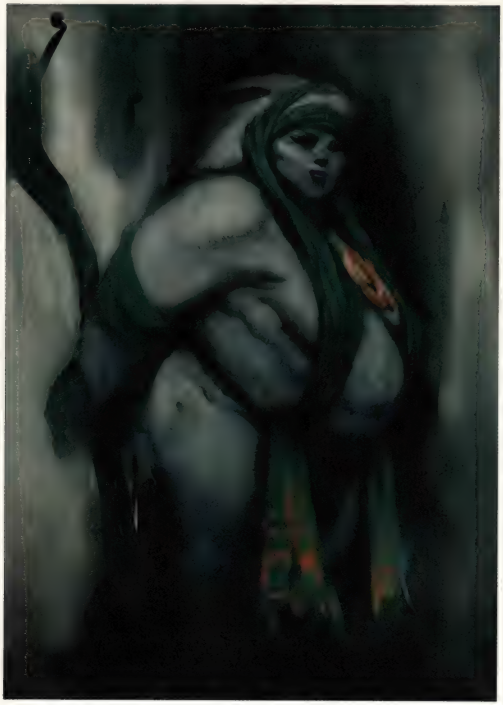
ART DIRECTOR

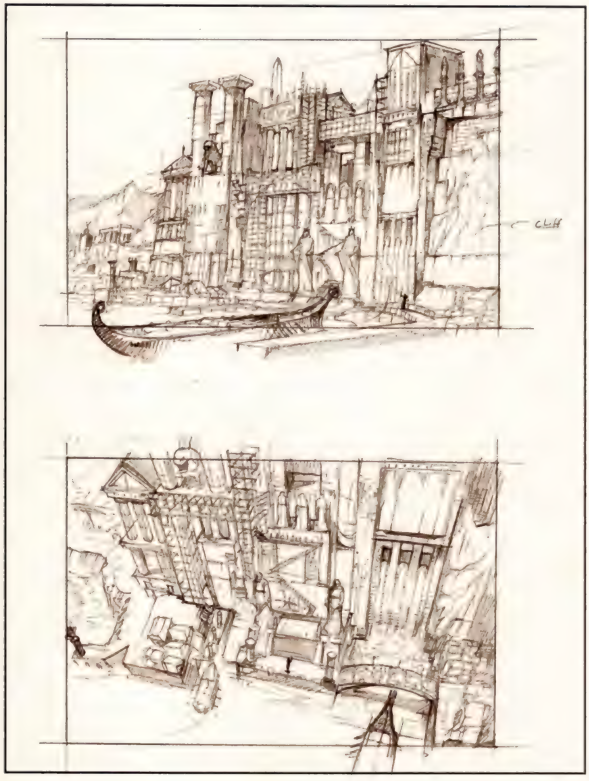
with each of the environments what we tried to do was kind of move you through the world using color to help progress Dave's story along and emphasize the emotional impact of the story he's trying tell. At the same time, if I've just come out of the ocean where I am battling the Hydra, we've got more greens and blues. So, I don't want to go into that scenario color wise again. It's like if I did the whole game in black and white, you'd get bored with it after a while.

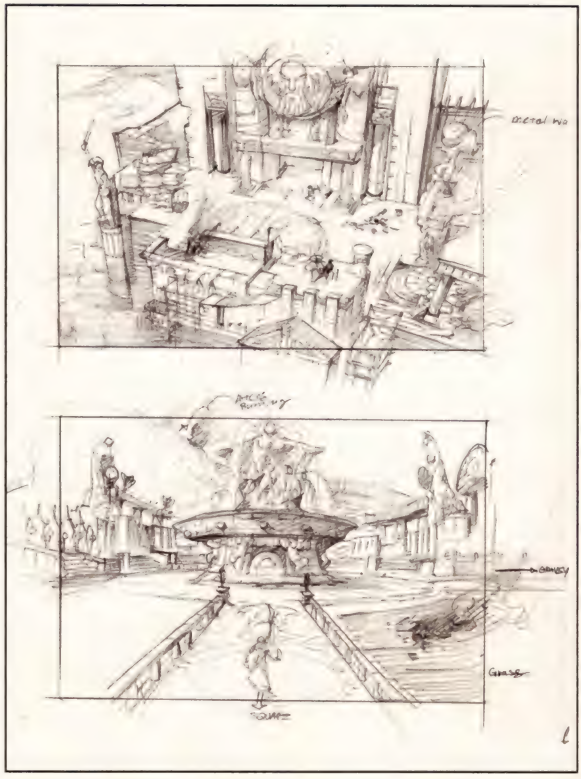




ORACLE 5




CLIFF



TERRY SMITH

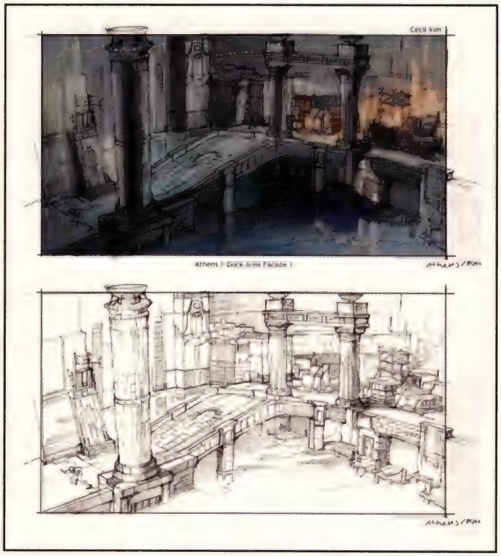
ART DIRECTOR

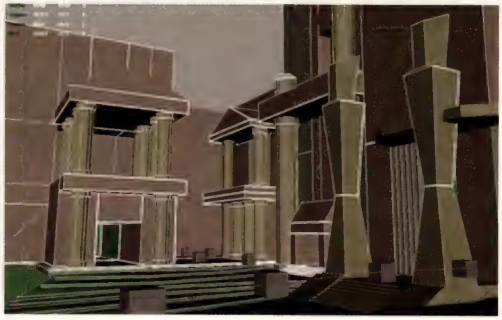
The idea on the environments and trying to create a Greek world was developing a feeling that reminded you of Greece and not too fantasy. We were trying to walk that fine line between a fantasy game environment and a traditional Greek environment. So part of it was, getting stuff that made it feel Greek ... not Roman — Greek.

DAVE JAFFE

GAME DIRECTOR

The goal of the god of war world was to create a place that felt like a giant theme-park ride or a set in one of these great high adventure movies ... places that you'd really want to explore and spend time in, and feel like you're having this grand adventure. And I think these guys, week after week, continuously were able to come up with set pieces and ideas ... that they just topped themselves constantly. They've really given us this great world to play in. They did an amazing job, and I am so grateful as a gamer that I get to actually play in this space.



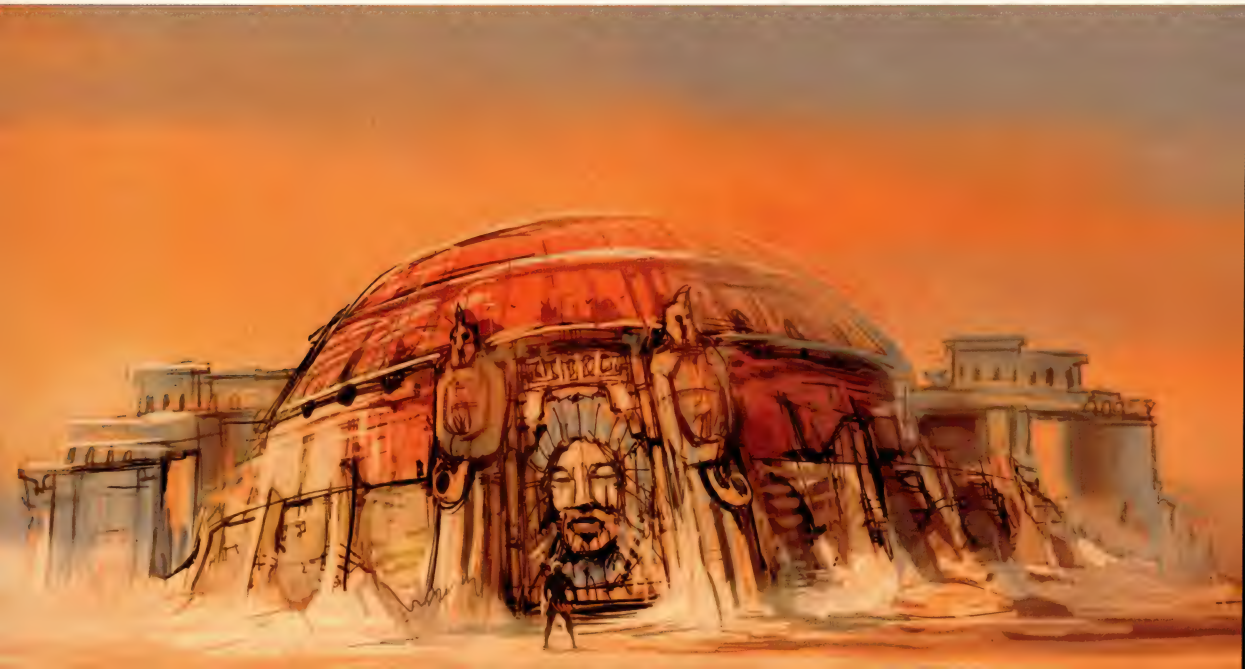


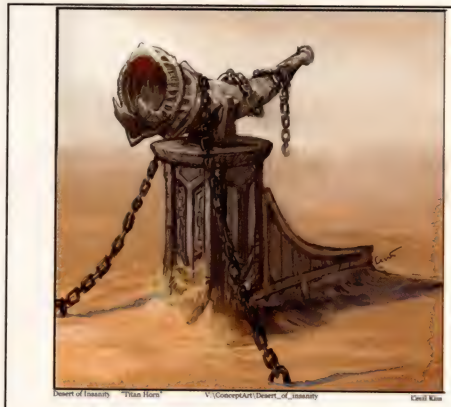
CECIL KIM

CONCEPT ARTIST

When we first started concepting out environments, it wasn't defined as levels. We picked out the important locations, such as Pandora, Athens and Hades. All I knew is that the game should feel really big, which means that there is no cramped area. It's more like a giant challenge against the gods and huge monsters. The look of the environment should be utterly gigantic.

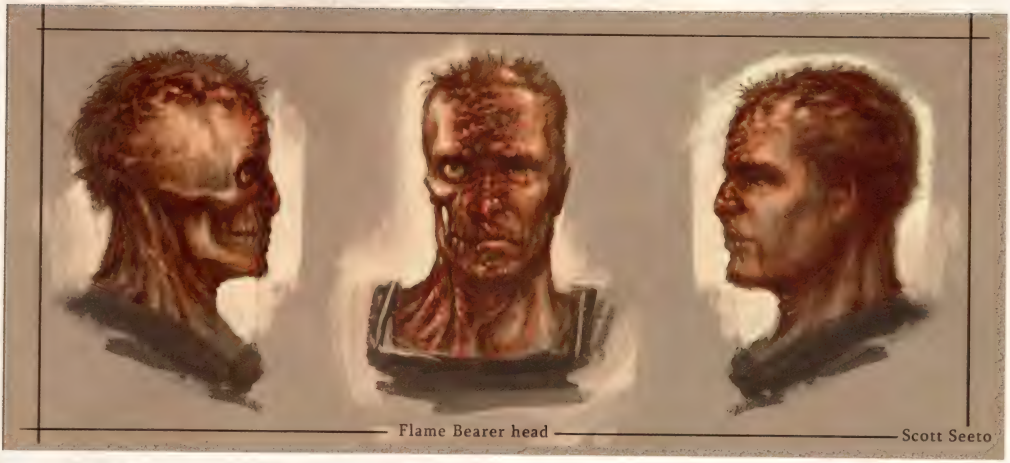
ACT III



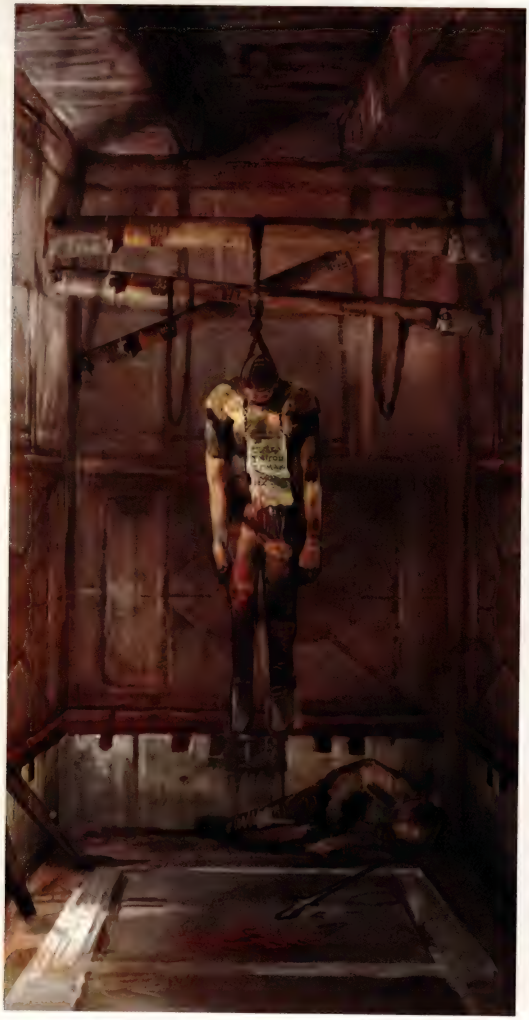


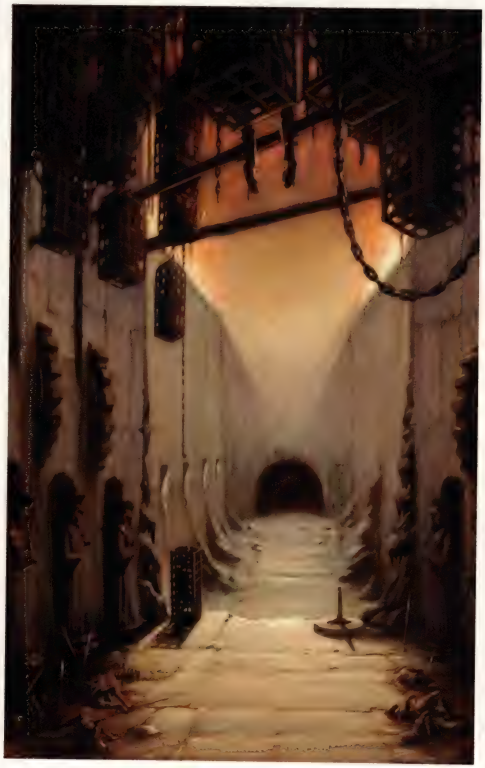
Desert of Insanity — Landmark Concept C — Cecil Kim

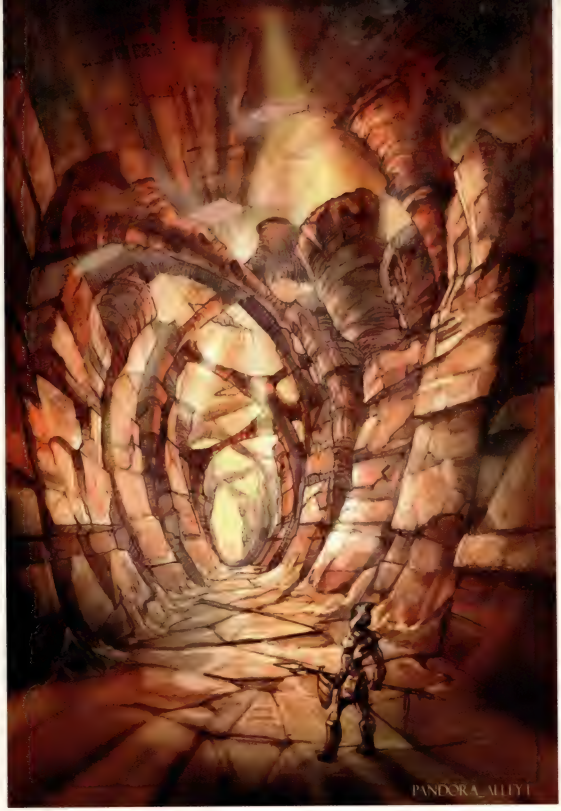
ACT IV



Flame Bearer head — Scott Seeto






PANDORA_ALLEY I

TERRY SMITH

ART DIRECTOR

one of the interesting aspects — especially in the pandora section — was a lot of times you'll see multiple iterations on statues. one reason was that an idea of david's was that he wanted those statues to come to life, whether it was atlas or poseidon rising out of the water.

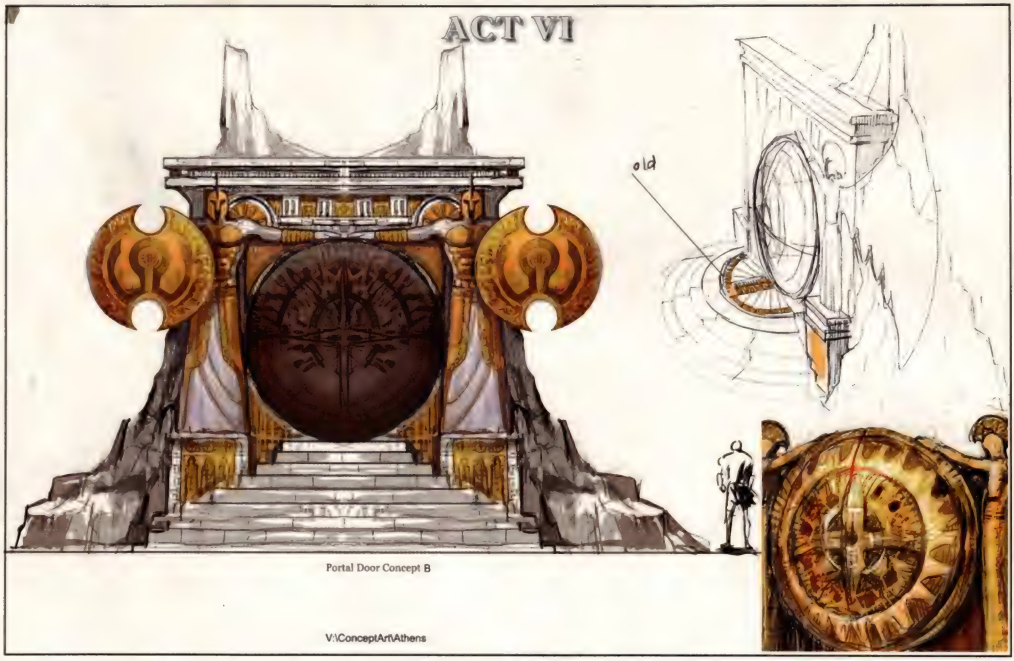
the features that were in the environments ... the objects, the architecture, those types of features ... reflected on what was going on with david's story. for example, in pandora, that whole sequence is about an architect who, in david's mind, has basically gone mad. the idea was the structures, traps and visual look reflect a madman in some instances.

ACT V

CECIL KIM

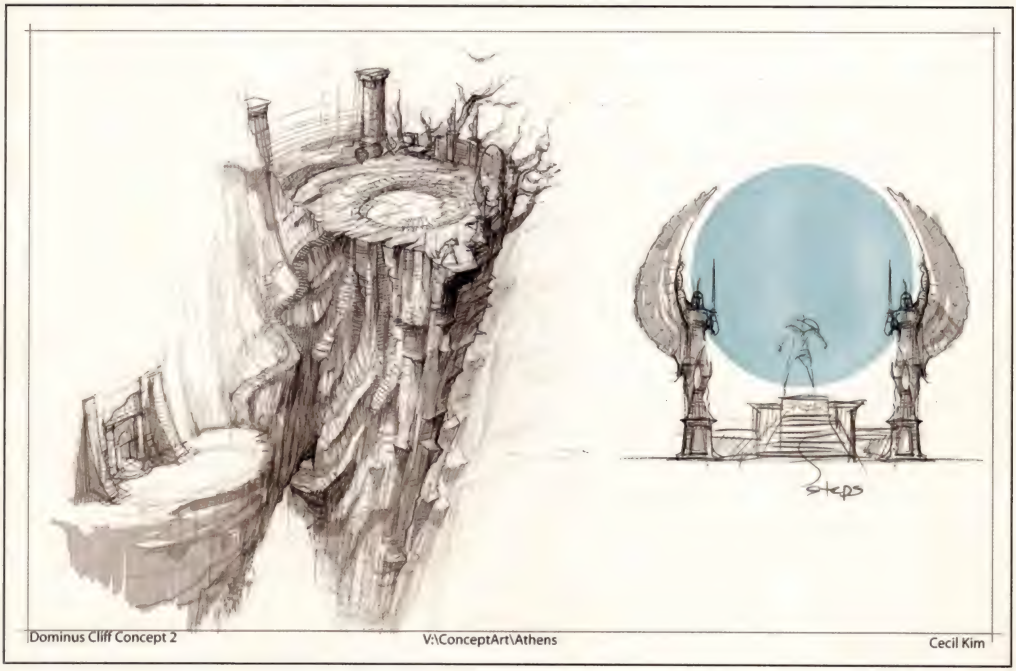
CONCEPT ARTIST

I did these pieces early on ... even the level design wasn't solid yet. The interpretation I was thinking is that there was no gravity, but at the same time, features are kind of shifting. Also, there is this infinite distance in the background — stuff is flying, falling or exploding.



Portal Door Concept B

V:\ConceptArt\Athens



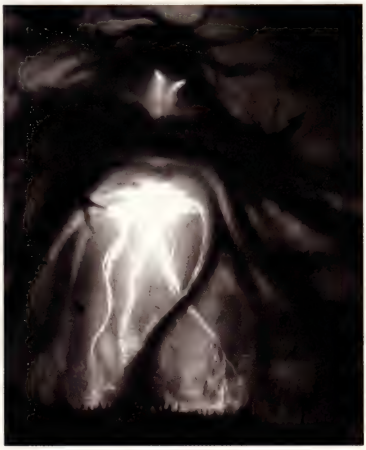
Dominus Cliff Concept 2 V:\ConceptArt\Athens Cecil Kim

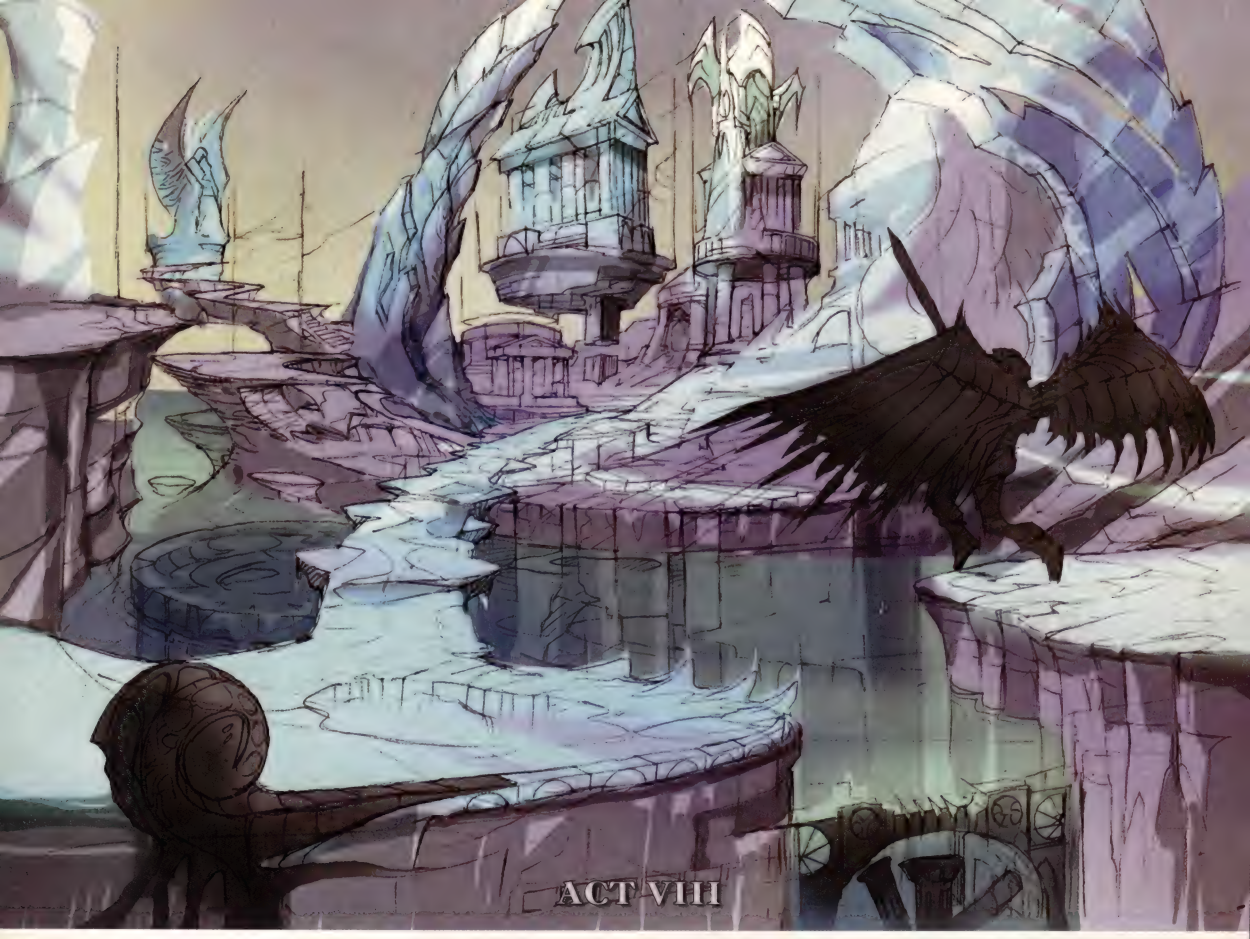
CHARLIE WEN

CONCEPT ARTIS

I was told that Ares would be maybe 90 percent elemental and 5 or 10 percent human. So, that's kind of what I was going for in these beginning scenes. He's just pure power ... almost like he's this unstoppable force. And although Dave liked it, he just wasn't sure how we would do it. It probably was a slow transition toward being more human. He was still kind of a huge guy, but he has all this armor on that allows him to do all these things.

ARES 10
BIG DRAPE OF BLACK DEATH — SWALLOWS LIKE A BLACK HOLE
INNER STORM (LIGHTNING GLOW)
TECHNICAL PLATES COME LIKE ARMOR
FIERY LAVA.



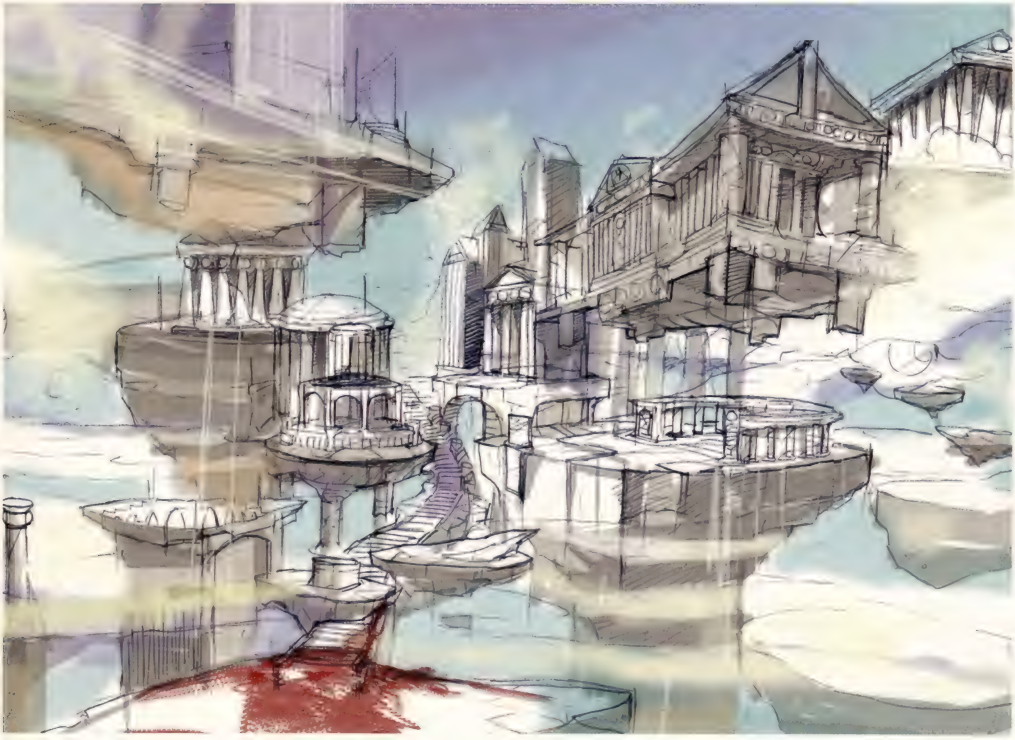


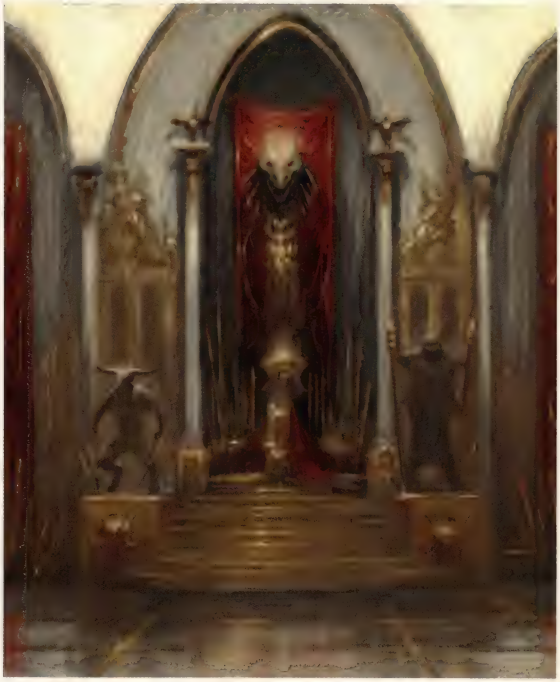
ACT VIII

CECIL KIM

CONCEPT ARTIST

The Mount Olympus art... that one's unusual. It's not for the game art ... it's more like, "okay, we want to talk about Mount Olympus. So where's the image?" That kind of thing.





CUTTING
ROOM FLOOR

DAVE JAFFE

GAME DIRECTOR

This is our sort of batch of scenes you didn't get to see. some of it I'm glad you didn't, and some of it I wish you would.

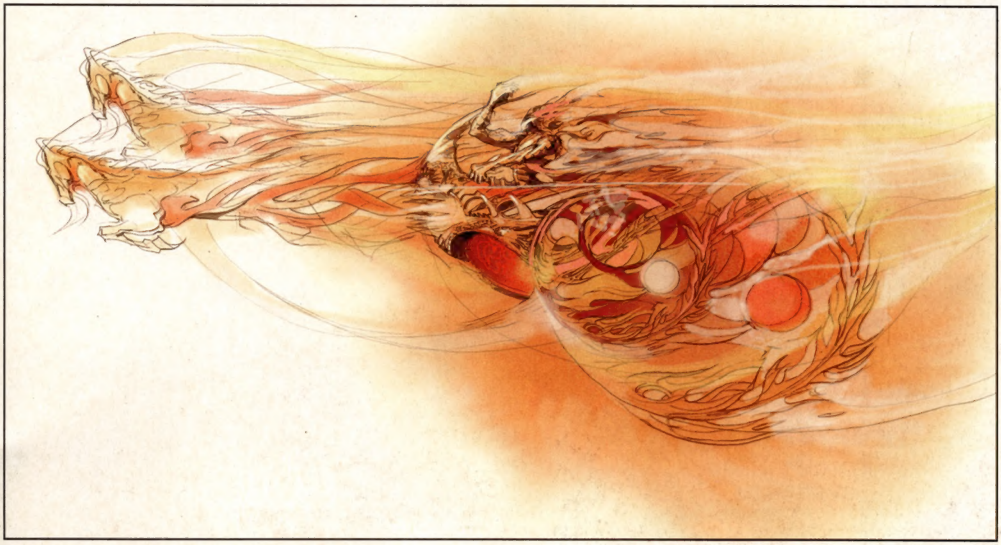
This was the boss who originally guarded pandora's box. That's the one feature I regret about the pandora design. This was originally pretty cool. You had this moving platform up above with this giant kind of harpy vulture in the center that was guarding the box. she had these eggs scattered around the level. In order to entice her to fly around, you had to find her eggs and break them. You'd take the little baby birds inside, and you'd carry them around ... use them as bait. Again, not only was it kind of a cool mechanic, because you were slower as you carried these eggs around, but I think it really helped with the character of Kratos. I mean, here he is cracking open eggs and ripping out little birds to use them for his own desires.

DAVE JAFFE

GAME DIRECTOR

The Icarus story is when he flew too close to the sun with the wings he made, the wax melted so he fell to his death. That was sort of the inspiration for the mechanic. I still love this. I absolutely wish that this had made it into the game. It really came down to time, and saying, "Let's first focus and get our fighting really good and our platforming better. And let's get our puzzles working and maybe we come back to this." As is often the case, we never got the chance. I'd love to see something like this in future God of War titles, because I think it's great. It's just fun to fly around. And what was cool about this was that it wasn't just a flying level. You could land and walk around. It was a very seamless experience versus, "Okay now it's time for the flying level." I look at this now and I'm like, "Damn, we should have gotten this in."

It's really tough when you have to cut ideas that you are really passionate about. But you do so you can make the other ideas in the game shine even brighter. It's a constant aspect of the process that's just a tough thing you go through. But, I think it's worth it because it makes the overall product better.



GOD OF WAR CREDITS

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Additional Voice Over Casting
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TC Carson - Kratos
Carole Ruggier - Athena, Aphrodite
Steve Blum - Ares
Susanne Blakeslee - Oracle of Athens, Village Oracle
Paul Eiding - Gravedigger, Zeus, Greek Soldier
Christopher Smith - Undead Soldier, Greek Soldier
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Gwendoline Yeo - Wife, Town Square Woman
Fred Tatasciore - Poseidon, Greek Soldier, Fisherman
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